**!!! THE INTERNET EXPLORERS !!!**

**A5:**

**(DUE = 06 FEB) - DRAFT SCRIPT AND STORYBOARD**

* upload a draft highlighting script and storyboard.

**(DUE = 20 FEB) – FINAL VIDEO SUBMISSION (uploaded to YouTube – Unlisted – share link)**

* Students will produce up to a 10-minute video presentation on the key elements of their project idea from Assignment 3.
* Can be done in many ways = i.e. News reports, Advertisements, Interviews, Product Pitch/Investment Funding. Can even be humorous or serious
* Must be interesting, informative, and professional
* Not all group members (or any) need to appear in the video
* **Simple presentation/voiceover will net low marks**
* Highlight our specifics of the project. Below are suggestions, we can focus more heavily on different aspects if we like. i.e.
  + **Identification**
  + **Description**
  + **Need/want**
  + **Users/market**
  + **Innovation**
  + **Mechanics/design**

**A3: Total words: Approximately 8,000-10,000 words (not including info pulled from A2 or references) + artefacts and tables/graphs Approximately 2,000 words each -**

**Possibly a little more for some so others can develop the artefacts!!!**

**(DUE = 20 FEB)**

1. **TEAM PROFILE:**

You have elucidated all the relevant information about your team in a manner that is simple for the reader to interpret. Including your test results with a clear discussion of the differences between your ideal jobs. Involved discussions on Group Processes and Career Plans.

* **Team name** (keep same as A2)
* **Personal Information** (keep same as A2)
* **Group Processes – (300 words minimum).**
  + How well did your group work together in Assignment 2? Will you be introducing any changes in process for Assignment 3?
  + **Take GROUP REFLECTION section from A2 and use it to do this section**
* **Career Plans – (500 words minimum).**
  + Include our test results, compare and discuss the differences between our ideal jobs (use IDEAL JOBS section from A2 and expand)… This may have changed due to feedback from Assignments 1 and 2. **Not likely to receive grades in time so ignore this part.**
  + What common elements are there, if any?
  + What differentiates each position from the others, if anything?
  + How similar or different are your career plans across the group?

1. **TOOLS: (around 200 words)**

* Same as Tools section from A2, except tailor to A3 (use same format)
* Secondary PDF from A2 (MS Teams info) to be done same as A2, except tailor to A3 (same format)
* **Main PDF to use a template from Word with graphic design elements in background** (same format but with graphic design elements utilising pictures at appropriate stages and having a nice background – Anthony recommends a word template)
* **RMIT report structure guidelines state to use Calibri (body), Times New Roman, or (can’t remember other but may be Helvetica), with size 11 body text, size 11 or 12 sub-headings in BOLD, and size 12-14 main headings in BOLD, with line spacing of 1.5 lines. A single empty line to separate paragraphs, and 2-3 empty lines to separate sections. Must include cover page, table of contents, a reference list following HARVARD style using page breaks to keep on separate page from all other text, Appendix if required.**

**(This section is worth 50/100 total points for A3)**

1. **PROJECT PLAN: (approximately 6,000-7,000 words total for this section)**

You have given a clear and detailed description of your project plan. You have provided an explanation of the elements in elaborate technical detail.

Not only covering the base elements from A2, also expanding heavily.

A detailed run through of your implementation is documented.

Your delivered artefacts were realistically aligned with your plan to deliver.

* Come up with plan for group project
* Can build on Project idea from A2 ++

1. **OVERVIEW:**

**TOPIC – (600 words minimum).**

An overview of what you propose to do in your project. Concentrate on the big picture and outcomes, rather than intricate details.

* **Concentrate heavily on the BIG PICTURE of what we propose to do in our project**

**MOTIVATION – (700 words minimum).**

What are your motivations for your project. Why is this project important or interesting? How does it fit in with current IT trends? What would it show to a future employer if you were able to work on this project?

* Can take MOTIVATION section from A2 (for important or interesting parts as research is already done) and add to it **(current section is 539 words, expect at least 200-300 more = around 800 words).**
* **How does it fit in with current IT trends?**
* **What would it show to a future employer if you were able to work on this project** (i.e. Kotlin and Java coding skills, team work and collaboration, able to prioritise, and meeting strict deadlines)

**LANDSCAPE – (300 words minimum).**

* What similar systems or products are available?
* What competitors are there?
* What points of difference are there about your project compared to what exist now?

1. **DETAILED DESCRIPTION:**

**AIMS – (Overall for this part will be around 1000 words minimum).**

**(The specific aim paragraph should be 200 words minimum).**

**(Each smaller goal (3-4 goals minimum) should be 200 words minimum).**

The topic description gives a general overview. However, it is usually helpful to have a specific aim for your project, as well as some smaller goals which will be helpful for achieving your aim. Describe these as best you can. Each project should have a single aim.

*(e.g. “Re-establish the King under the Mountain", “Construct an artefact in Minecraft", “Produce a movie about green flowers", “Explore the use of Raspberry Pis for cooking"),* but may have several goals which will need to be achieved in order to fulfil your aim *(e.g. defeat Smaug, annoy Bard, befriend Beorn, kill as many giant spiders as necessary, fight Azog if he shows up, ... ).*

* **Each paragraph must include:** 
  + **Description of the aim or goal (relevant to the paragraph)**
  + **Justification for aim or goal (relevant to the paragraph)**
* Describe the specific aim of our project (overall goal)
* Smaller goals to achieve our specific aim (at least 3 or 4)
* This is the part of the PLAN we use to answer other questions such as:
  + What are the most important parts of the project?
  + Which parts should have priority over the others?
  + If we have only enough time or resources for one of our goals, which one should it be?". One paragraph for the aim and one for each goal is expected. Each paragraph should include a description of the aim or goal, and a justification for it.

**PLANS AND PROGRESS – (1500-2000 words minimum – 3 or 4 pages with size 11, Calibri(body) at line spacing of 1.5)**

This will need to include a significant amount of detail, so that it is easily seen what precisely you have done and are planning to do. If it helps, imagine the information that would be required if you were to hand this project over at the end of the semester to a new team to complete the job. What would you want to know, if you were one of the people taking over?

**This section is about the story of the project:**

* **how it began:** 
  + give as much detail as you can about what your project will do, and how you will do it
* how it has progressed
  + how far you have got with developing any features or outcomes from your project
* what stage of the plan you are up to?
* Include any dead-ends you may have followed, decisions made, and changes that have been made to the project plan.
* Give us much detail as possible about what our project will do

**ROLES – (300 words)**

It is sometimes useful to define roles for particular participants, such as Lead Developer, or Technical Designer, or User Interface Designer. It is also possible that roles are changed from week to week, depending on what needs to be done next.

* Have you defined any specific roles for your project?
* If so, describe and justify these.
* If not, describe your process and justify why there are no specific roles.

**SCOPE AND LIMITS – (300 words minimum for paragraph + a table of features of app with priority)**

The scope is probably the most crucial part of your plan, and also the most difficult to define. One way to define the scope is to think of the deliverables for your project, i.e. what outcomes would you be able to show to someone who asks you to see the results of your work.

* **This is where you show proof of concept through artefacts** for example If developing a game, consider only producing 1 level with 2-3 characters (Android studio to produce basic Fitness App – Ask Bryce)
* **Table/graph would suit best (example below), with a paragraph explaining our scope and LIMITATIONS to follow next**
  + Set a scope for our project (set priorities and rank them in order)
  + Create a priority scale such as Priority 1, Priority 2, Priority 3 or High, medium, low etc.
  + The table is basically a scope of the features of the app ranked in priority
* **PARAGRAPH -** Include several statements about what **will not be part of our project** (i.e. If using Open Street Maps to show favourite location of shops, deliverables would include the updated map, but not the Open Street Maps technology itself or other shops that aren’t your favourites)
  + Include what outcomes we could show people if they asked to see results/examples of our work (Explain the artefacts)

|  |  |  |  |
| --- | --- | --- | --- |
| **VERSATILE FITNESS APP** | **PRIORITY** | | |
| **ITEMS TO BE COMPLETED** | **HIGH** | **MEDIUM** | **LOW** |
| Create basic structure of app including the different screens using Kotlin in Android Studio IDE |  | | |
| Add one pre-set workout routine |  | | |
| Add gif images of exercises, workout counter (i.e. workout 2/5) |  | | |
| Add next, previous, completed buttons to workout screen |  | | |

**TOOLS AND TECHNOLOGIES – (Between 300-500 words, no more!)**

* **Can use this section from A2 and adjust appropriately**
* Make sure this section is precise and includes all software/hardware we require but shouldn’t take up many words and **descriptions of the tools are not needed here!!!**
* What software or other tools are required for this project? i.e. Windows Movie Maker Version: 2021.1.0.1, to edit video tutorials
* Are there any software licenses needed (Android Studio is free but requires a Google Play Store account – Bryce has account already)
* Any other hardware needed (only include items beyond a standard laptop and basic equipment) i.e. video camera for recording video tutorials
* **Include brief description of any prior experience group member have had with the tools and tech we list** (i.e. Bryce and Daniel have basic Kotlin programming skills, Hannah has Java coding skills, Noah has great graphic design skills (even the “spicy cough” won’t stop him), and Rhiannon has great organisational skills and prioritisation)

**TESTING – (300 words minimum but realistically around 500 words)**

* How will you test your project? (Android Studio Emulator with virtual Android device, and physical device testing)
* How will you know when you have succeeded? (Tested boundaries of the app to the extreme attempting to make it crash so we can debug)
* Include that we will be testing at multiple stages throughout the project from beginning to end
* Once our testing is done include that we will expand to user testing
  + **Describe how we will find the test users (“Snowballing”** (yes this is an academic term used for research projects haha) **which is using social media platforms to find testers)**
  + **Describe how many people we will need for successful testing –** statistic accuracy requires a percentage of population i.e. if 100,000 people in our target demographic a 10% margin of error will be 96 people, 5% margin of error will be 383 people, and 1% margin of error will be 8,763 people.
  + **Describe what background the testers need to have** (i.e. new parents, and individuals who struggle with motivation to workout)

**TIMEFRAME – (One of first sections to be completed!!! No word count but requires a TABLE!)**

Another difficult aspect of project planning is knowing how much time to allow. You will have something like 36 hours per person for this assignment. In order to develop a plan for further work beyond the end of this course, let us assume that you will have an extra 10 hours per week per person for 10 weeks in addition to this time in order to develop your project. This means that you will have six weeks (Weeks 7 to 12) of the semester to work on your assignment, with a further 10 weeks after that. This means that your plan will be for a total of 15 weeks, with the first 6 being on this assignment.

You will clearly not have the extra 10 weeks to work on the project; this is intended to give you a feeling for how much you would be able to achieve in that time. This means that the first 6 weeks of your timeline will end up being your actually progress on this project, with the remaining 10 weeks being your plan for the next stages.

* **This should be presented in the form of a table,** with one row for each week, specifying as best you can the work for each person for each week.
  + This means that the first six rows of the table will describe your progress so far, and the remaining 10 your best guess at how the remaining time would work.
* It is a good idea to have a milestone (i.e. a specific outcome) for each week of the project.
  + This may include getting familiar with tools, or reading up on a particular technique or technology.
* You should also include time for writing up the final report and any other documentation.

**RISKS – (Around 300 words but can use more if required)**

* What risks can you identify for your project? (i.e. computers breaking down, health and family issues, institutional changes, assessments for other units. **These are generic risks and are not to be included)…** Specific risks are to be used **(i.e. If developing a game, there may be a risk that software we chose to work with may be difficult to learn, poorly documented, or not turn out to have the features it claims to have)**
* Also identify potential hardware risks on top of above software risks (i.e. Computer isn’t able to run the required software)

**GROUP PROCESSES AND COMMUNICATIONS – (Around 300 words)**

* How will our group communicate?
* How often will meetings take place? (twice a week for scheduled meetings with correspondence through MS Teams chat)
* How will these meetings be performed? (MS Teams video calls)
* What will we do if a group member doesn’t respond to communications? (attempt to contact them multiple times through MS Teams, Student email, if doesn’t work email Lecturer etc)

1. **SKILLS AND JOBS - (500 words minimum, 700-1000 ideal (150 word minimum paragraph for each description).**

You have comprehensively, clearly, and concisely identified the skills appropriate to your project and have written 4 position descriptions that clearly and accurately specify all of the skills, qualifications and experience needed to a standard that would be appropriate to be published on a careers website.

Let us suppose that a group of venture capitalists hears about your project, and is so impressed that they wish to fund you to develop it further for say six months.

* You will be the manager of a team of 4 people to deliver the project outcomes.
* Write 4 position descriptions for people that you would employ to take your project to the next phase.
* You will need to consider what skills are appropriate, which may include specific technical expertise, team work experience, leadership and management techniques, and innovative thinking.

1. **GROUP REFLECTION: (400 words, 10% rule applies (40 words over or under allowed).**

* Each member of the group to contribute:
  + **Around 400 words MAX for the entire group (Roughly 80 words per person)**
  + Write about our own perception of the group:
    - What went well?
    - What could be improved?
    - At least 1 thing that was surprising (surprising fact about teammates?)
    - At least 1 thing that you have learned about groups

Not included in final report document, done separately

**SUBMISSION:**

**A3:**

REPORT TO RESEMBLE GRAPHIC DESIGNER ELEMENTS (use template from Word)

Must contain appropriate number of images/visual elements

* Submit 1 main PDF (Group8.pdf)
* Submit 1 MS Teams info PDF (Group8-MS.pdf)

**A5:**

* Draft & script
* Final video submission

**Feedback – SparkPLUS**

* Everyone should login to SparkPLUS (details provided on Canvas in future) and each person should provide an assessment of each member of the group, including themselves.
* This should be done after the due date/ handed in A2
* Markers for assessment will **check WE HAVE ALL done it**, we only get marks once we have all completed it

**A3 & A5 Contributions forms**

* Fill out form with everyone’s details and use Adobe sign so everyone can digitally sign
* Make sure to do both A3 and A5 as due same day (20 FEB)