

# University of Lincoln Assessment Framework

## Assessment Briefing Template 2025-2026

<b>1. Module code &amp; title</b>	CMP3754M Virtual and Augmented Reality
<b>2. Assessed learning outcomes</b>	[LO3] Use AR development tools to implement an interactive system meeting a set of specific requirements. [LO4] Appraise and evaluate an AR application in terms of user experience and functionality, using knowledge of relevant recent research and practice.
<b>3. Assessment title</b>	Assessment 2
<b>4. Contribution to final module mark (%)</b>	50%
<b>5. Description of assessment task</b>	<p>This is Assessment 2 and is an individual assignment.</p> <p>In the second half of this module you were asked to complete a set of AR workshops, in which you constructed components of an AR app which ran on an Android phone. You may now use these to complete the first of the following two tasks:</p> <p><b>1. Design and Build an AR Application</b></p> <p>Develop a prototype augmented reality mobile app for visitors attending the University's open day in the Isaac Newton Building. The app should run on one of the Android phones provided for you in workshop sessions, and should include the following features:</p> <ol style="list-style-type: none"><li>1. It should have virtual information and objects registered in 3D space, combined with the real physical environment.</li><li>2. It should be interactive, with real-time updates to content, objects, and user interface.</li><li>3. It should include detection and response to at least 3 visual markers, and should utilise the AR recognition and tracking capabilities provided in your workshops.</li><li>4. There should also be an appropriate user interface.</li><li>5. It should have a "collectable" feature (for example, award the user a badge when a particular condition is achieved)</li><li>6. It should be designed to teach visitors something interesting about the University of Lincoln.</li></ol> <p>You should then <b>make a video</b>, of maximum length 2 minutes, to demonstrate your completed workshop project. This video will be used to grade the first criterion on the accompanying CRG, so it should show all relevant features that you have added. This video should be submitted as part of your submission.</p>

	<p><b>Important:</b> You may use generative AI tools to complete the app development task in Part 1, but not the report in Part 2.</p> <p><b>2. Project report</b></p> <p>You should also submit a report which includes the following sections, supported by relevant methodologies and academic literature where appropriate.</p> <p><b>A. Introduction (Max 200 words)</b></p> <ol style="list-style-type: none"> <li>1. (Max 100 words). A statement describing any additional details and features you added to your app outside of those specified.</li> <li>2. (Max 100 words). A statement describing any use of generative AI tools to complete your app development.</li> </ol> <p><b>B. Development and Design (Max 1500 Words for Part 1 and 2)</b></p> <ol style="list-style-type: none"> <li>1. Development [Suggest 600 words]. Reflect on your development process discussing your technical implementation(s).</li> <li>2. <b>UX Design</b> [Suggest 900 words]. Describe your design choices from a UX perspective and critique the rationale behind these choices. Reference literature and comparable software, where appropriate.</li> <li>3. References for any papers you cited in Section B, presented using the university's standard format</li> </ol> <p><b>Important:</b> You may NOT use generative AI tools to complete the report. If you do use AI tools in the production of your report then it will be classed as an academic offence and treated by the University as a form of academic dishonesty.</p> <p>Please see the Criterion Reference Grid for details of how the assessment will be graded.</p>
<b>6. Assessment submission instructions</b>	<p>This submission is Individual work. All work should be submitted by the deadline stated.</p> <p>In cases of technical issues please email your assessment to: <a href="mailto:sepssubmissions@lincoln.ac.uk">sepssubmissions@lincoln.ac.uk</a> by the above deadline. Please include the module code and coursework title in the email subject. Please note that links will <b>NOT</b> be accepted under any circumstances.</p> <ol style="list-style-type: none"> <li>1. You should submit your report as a pdf file to the Turnitin submission area for this assessment.</li> <li>2. You should submit your video to the supporting material area on Blackboard. The video must either be submitted using a file format which plays natively on Windows 11 without requiring additional codecs (you can test this using the lab machines). You may <b>NOT</b> submit a link to a video you have uploaded to YouTube (this will be considered a non-submission)</li> </ol>
<b>7. Date for return of mark and feedback</b>	<p>Please see the <b>Hand In Dates.xls</b> spreadsheet.</p> <p>Note: <i>all marks awarded are provisional until confirmed by the Board of Examiners.</i></p>
<b>8. Feedback format</b>	Feedback will be provided on blackboard.

<b>9. Use of Artificial Intelligence (AI) in this assessment</b>	<p>You <b>may not use Artificial Intelligence (AI) to complete the report for this assignment (Part 2)</b>. You may use AI tools to complete the app development task (Part 1).</p> <p><i>If you are not sure whether you should be using a particular tool then ask your module coordinator first.</i></p>
<b>10. Marking criteria for assessment</b>	<p>A Criterion Reference Grid (CRG) or Marking Scheme specific to this particular assessment will be available when the questions get released. It will be used to evaluate your learning against a set of pre-defined criteria.</p> <p><b><i>Please note that all work is assessed according to the University of Lincoln <u>Management of Assessment Policy</u> and that marks awarded are provisional on Examination Board decisions which take place at the end of the Academic Year.</i></b></p>
<b>11. Important Information on Dishonesty, Plagiarism and AI Tools</b>	<p>University of Lincoln Regulations define plagiarism as '<i>the passing off of another person's thoughts, ideas, writings or images as one's own...</i>'. Examples of plagiarism include the unacknowledged use of another person's material whether in original or summary form. Plagiarism also includes the copying of another student's work'. Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. For more information on examples of Academic Offences, please see the <b>Academic Offence Guidance</b>.</p> <p>Please note, if you use AI tools in the production of assessment work <b>where it is not permitted</b>, then it will be classed as an academic offence and treated by the University as a form of academic dishonesty.</p> <p>Students are directed to the University Regulations for details of the procedures and penalties involved.</p> <p>For further information, see <a href="http://www.plagiarism.org">www.plagiarism.org</a></p>