ECS657U/ECS7003P   
Multi-Platform Game Development

Self-Assessed Learning Goals

You must decide on a personal learning goal for the duration of the module. This must be related to the module itself (i.e. be related to game development, the Unity game engine, Git/Github workflows, or any other tools and processes explored during the module). This must also not already be included in either of the assignment marking schemes (prototype or final game). **No marks will be awarded if any of these conditions are not met.**

The learning goal should take into account the following properties:

1. **Clarity**: the goal should be clearly phrased and precise, so that no ambiguity exists as to its meaning.
2. **Challenge**: the goal should be something for you to work towards that challenges you, and not e.g. something you already know how to do.
3. **Commitment to the goal,** which is reinforced by self-efficacy: the goal should be something you will commit to learning for yourself, that you are highly interested in.
4. **Task complexity**: the goal should not be too difficult to not be achievable during the module.

Further, goals are encouraged to follow the POWER framework (Clift 2015):

P: **Positive**. The reported outcomes will be positive. For example, instead of saying “I don’t want to make implementation errors,” the positive form will say, “I would like to work more on my testing.”

O: **Own role**. The outcomes should be something that happens as an outcome of your own actions and not be dependent on others. For example, you can state, “When I work with Github I will read the documentation,” instead of, “My group mate will remind me how to use Github.”

W: **What specifically**? Define specific actions to take in order to achieve the goal.

E: **Evidence**. This includes anything you will collect that relates to progress towards and achievement of outcomes.

R: **Reflection**. Critically reflect on the goal set and progress made throughout.

Well-structured goals should be important enough to motivate, but not too far-reaching to be unattainable. There may be several goals you wish to achieve in this module, but prioritize a single one for this exercise. To this extent, define your own goal using the form below. Submit it with the first 3 points completed (**definition**) with the **prototype submission** and again with the second 2 points completed (**assessment**) with the **final game submission**.

Clift, L.D. 2015. *The effects of student self-assessment with goal setting on fourth grade mathematics students: Creating self-regulating agents of learning.* PhD Thesis, Liberty University.

# **GOAL DEFINITION**

Timeline: Definition by 23/10/2024. Completion by 06/01/2025

## Definition

|  |  |
| --- | --- |
| **Student name: Xinyue Hui** | |
| **Goal**: | |
| **Evidence sought**: |  |

Explanation of requirements:

* **Goal**: Define your goal, as specific as possible.   
  **Some** **examples**: optimizing games for a specific platform; implementing custom shaders; multiplayer support in games; VR and AR games in Unity; localization support in games; procedural animations; weather simulation systems; support for modding in games; controller support and haptic feedback
* **Evidence sought**: What kind of evidence will you use to check whether your goal was achieved? What are the specifics you’ll need to provide to demonstrate the goal is achieved?   
  **Some** **examples**: features integrated in final submission or a small side project with specific test with/without other playtesters, and expected outcome, e.g. player can create a mod and load it externally into the game, which alters some behaviour; small research essay citing 5-8 sources that discuss the chosen topic; data to be recorded and analysed and expected outcome, e.g. measuring FPS for the game before/after optimizations on a specific platform, with the ‘after’ measurement expected to be at least 10 FPS faster.

## Assessment

|  |  |
| --- | --- |
| **Evidence**: |  |
| **Summary**: | Goal achieved  Partly achieved  Not achieved |

Explanation of requirements:

* **Evidence**: At the end of the module, update this form with a summary of the evidence found (and/or the evidence itself, if fitting within the box, if not include a link to external host e.g. Github / GDrive).
* **Summary**: Decide whether your goal was achieved according to evidence provided versus that sought, partly achieved (if some parts are missing or incomplete), or not achieved. Check the corresponding box.