Global Checklist

1.Student Name: Ruya Kumru-Holroyd

2.P-number: P2512547

3.Programme: BSc. Computer Game Programming

4.Email address: p2512547@my365.dmu.ac.uk

5.Project Title: Creating a control mapping program for game accessibility

6.Supervisor: Dr Jethro Shell

7.Please indicate which of these possible attributes is addressed by your undertaking of this project. You should select at least two items.

|  | Addressed by Project? |
| --- | --- |
| 1- Ability to work collaboratively: teams from a range of backgrounds and countries |  |
| 2- Excellent communication skills with a sensitivity to speaking with and listening to non-native English speakers |  |
| 3- An ability to embrace multiple perspectives and challenge thinking in a range of cultural context |  |
| 4- A capacity to develop new skills and behaviours according to role requirements | yes |
| 5- An ability to negotiate and influence clients across the globe from different cultures |  |
| 6- An ability to form professional, global networks | yes |
| 7- An openness to/respect of a range of perspectives from around the world |  |
| 8- Multi-cultural learning agility (i.e. able to learn in any culture or environment) |  |

8.Brief description of how the ticked attributes have been addressed (max. 50 words per item):

I will be developing new skills through this project with Unity3D and C# coding and learning how to develop my project using the software and code.

I will be building professional and global networks by using forums and methodology in creating this project as well as through testing networking to local people for user testing.

9.Student Signature: Ruya Kumru-Holroyd

10.Supervisor Signature:

11.Date: 04/11/21