

Statement of Originality

We acknowledge that to enable the rapid development of prototypes you may need/want to use external sources to speed up the creation process. This may include photographs, images, animations, sprites, text, tutorials, code snippets, 3D assets (and more). You must reference and comment ANY & EVERY piece of content you did not create yourself - that is not your own original work. **Failure to reference externally sourced, non-original work will result in misconduct proceedings. If you are at all unsure of what you should reference, talk to one of the teaching team.**

To assist you in correctly attributing your work and us in identifying original contributions, you will include a statement of originality within each of your Statement of Deliveries.

The form of this statement will depend on the extent to which the work is your own original creation.

If:

- Every line of code was written originally by you
- Every image used was drawn, photographed, generated by you
- Every sound used was created & recorded by you
- Every 3D or 2D asset used was created by you
- All the text is original content generated by you

If you created ALL of the work yourself from scratch, then you can use the statement below without any further adjustments.

Statement of Original Work: I certify that all content (assets & code) used in the creation of this prototype are my own original work.

If anything within your submission is not your own original work, or you followed a tutorial to assist you in the creation of your prototype, you will need to identify which elements are your own creation and provide references for anything that you sourced from elsewhere.

Things you should reference:

- Any text-based content, images, 3D models, frameworks, components you sourced from elsewhere
- If you followed a tutorial to help you write your code, or create an asset
- If you used a code snippet from a support site (ie. StackOverflow, UnityForums...)

A couple of example statements are provided below, but you should edit yours to account for your own original work.

Statement of Original Work: I certify that all images & audio used in the creation of this prototype are my own original work. References for all external sources can be found on page X of this document.

Statement of Original Work: I certify that the following used in the creation of this prototype are my own original work:

- Code found in Scores.cs, playMove.cs
- Stage background images & character sprites
- Background audio track

References for all external sources can be found on page X of this document.

Referencing in Statement of Delivery and in Code

In addition to providing the statement of originality, you will need to supply appropriate references for each of the external sources used in your work. If you have sourced code externally, you will also have to identify those sections of code and provide references in your code files.

References should provide clear and accurate information for each source & should identify where they have been used in your work. A URL is not a complete & accurate reference, there are formats for referencing online sources.

The standard template for referencing an online source is :

[Where used] : [title of asset], [creator of asset]; retrieved from [Website Title] ([URL]), Last Accessed [DD/MM/YYYY]

For code, the [where used] should map to the position in the code, see Identifying External Sources in your code.

If the source is not an online source, use standard referencing formats.

Below are some examples of how to reference various external sources:

Code Snippets:

1. (How to comment) retrieved from Unity Answers : how to comment the lines? (<http://answers.unity3d.com/answers/221574/view.html>) Last accessed 11/9/2017
2. (Output Loop) retrieved from Unity Answers : Writing a Loop (<http://answers.unity3d.com/answers/221574/view.html>) Last accessed 9/9/2017

Images Used:

Players gun : Gun by Robert A. Di Ieso retrieved from The Noun Project (<https://thenounproject.com/search/?q=gun&i=36062>) Last accessed 3/9/2017

Scene 1 background : new-header-dory.jpg by Unknown retrieved from Visit Sea Life (<https://www.visitsealife.com/azure/media/4787/new-header-dory.jpg?quality=90>) Last accessed 4/9/17

Scene 2 background : Untitled by vill3r retrieved from Flickr (<https://www.flickr.com/photos/viller/18939649655/in/album-72157654737077872/>) Last accessed 3/9/17

Audio Used:

Background track : Baby Shark by Pinkfong (2016) in Pinkfong! Animal Songs.

Identifying External Sources in your code:

Code snippet used as it appears in the external source, with no changes/adaptations:

```
/*  
The code snippet (1. How to comment) below has been sourced from  
http://answers.unity3d.com/answers/221574/view.html  
The code snippet appears in its original form  
*/  
CODE HERE  
// End code snippet (1. How to comment)
```

For code that you have changed or adapted, you should describe how you adapted it.

```
/*  
The code snippet (2. output loop) below has been adapted from  
http://answers.unity3d.com/answers/221574/view.html  
I have changed variable types to output strings instead of numbers and  
adjusted the loop functionality  
*/  
CODE HERE  
// End code snippet (2. output loop)
```

Use the identifier, ie (1. How to Comment), to match the reference in the Statement of Delivery to the section in your code.

Academic Merit

The below is sourced from the ITEE pages on Student Misconduct (at <http://www.itee.uq.edu.au/itee-student-misconduct-including-plagiarism#AcademicMerit>). Emphasis added.

Students must understand that assignment and project work submitted for assessment must consist of original effort.

Sometimes work submitted by students is appropriately referenced, but effectively contains nothing but the referenced material this does not constitute original effort. Even though the work submitted might not technically be plagiarised, because the sources are cited, there is no academic merit in simply copying from others. Submission of such work is unacceptable.

Examples:

- **Submitting design or code that has been copied from the web, and acknowledged, but then submitted exactly as found on the web.**
- Submitting a report that is essentially nothing but a long rendition of work from a technical report or text written by others.

It is a fundamental requirement of academic work at University level to demonstrate an understanding of ideas through original interpretation and application. Academic merit also involves the demonstration of new findings and

the advancement of ideas and concepts, relative to rigorous and transparent standards.

Originality can be derived through generation of ones own ideas, concepts, code, designs and text and can also be obtained through synthesis of ideas, concepts, code, designs and text from multiple sources where that synthesis clearly adds value. Both synthesis and completely original work are ways of demonstrating that the concepts learned have been understood and/or applied.

Academic instructors in the School of ITEE have been advised that work without academic merit should be awarded a grade of 0 or 1 (on a scale of 1-7) and that assessment criterion for assignments and examinations should reflect this.

It is important to note that it is not a matter of misconduct to submit work that merely has no academic merit. To be classified as a matter of misconduct, there must be evidence of plagiarism or collusion.

All students are expected to have completed the Academic Integrity module on Blackboard, if you have not yet done so, you should make this a priority.