

Making a Project Contract

by

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Based on slide by Kenny Erleben

Assignment 1

- .Submit draft project contract to Absalon before class
- .If you do not have prepared a project idea then select one of the predefined projects from Absalon

Content of a Project Contract

- .Formal stuff, Project Title, Your names, suggested supervisor
- .General and Project specific Learning Goals
- .Project Description
 - Problem statement,
 - Motivation,
 - Your proposed solutions including list of methods and/or technology
 - Success criteria
 - Risk assessment for project completion.

What is a project description?

- The Hen and Egg problem

- You do not know if it works before you are done

- Need to keep your options open (make adjustments)

- Motivation:

- Why this problem? Why is it a “hard” problem?

- Perspective:

- Who will benefit from your results/work? What use are there for your results?

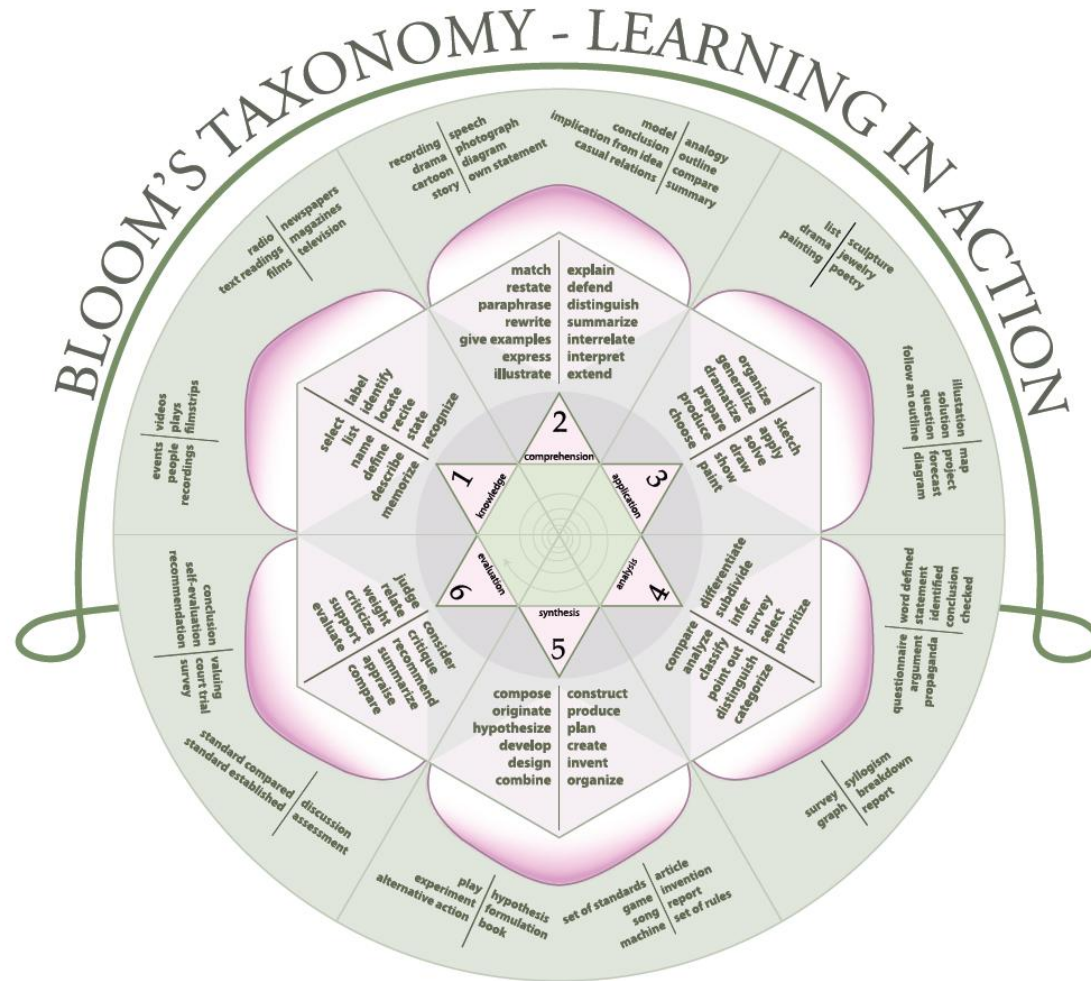
- Does it have a society perspective?

Why bother with learning goals?

Summary

- Your grade depends on them
- They are a tool for negotiating with your supervisor about what is expected of you
- They are a tool that can help you focus
-?

Learning Goals – A Tool



Blooms taksonomi, efter Dolin (2006, s. 333) (Taget fra Didaktips nr. 8)

Eksamples/Inspiration

(from Game Animation 2008)

- .(Understanding) Explain the theory of standard techniques in the field of game animation: graphics hardware, gpu-programming, mesh data structures, quaternions, motion blending etc.
- .(Understanding) Present their project work with focus on their own contributions.
- .(Application) Demonstrate visual quality comparable to commercial computer games.
- .(Analysis) Define and delimit their project, such that it can be realized within 7 weeks.
- .(Analysis) Compare algorithms and data structures within the field of game animation.
- .(Analysis) Compare and discuss own solutions with alternative solutions.
- .(Synthesis) Write a report documenting their project work.
- .(Synthesis) Construct an application during the project work, which is capable of showing interactive animation effects flawlessly.
- .(Evaluation) Choose the proper methods in their project work based on theory and applications.
- .(Evaluation) Criticise and evaluate the quality and resources of the chosen solutions in the project work.
- .(Evaluation) Evaluate results of own work with respect to similar work in the field.

Assignment 2

Practice: Try to write down one or two learning goals

(Hints: precise, short and “explicit” sentences)

List of methods and technologies

Why?

Success Criteria

Why?

Risk Assessment

Why?

>> Interactive Mode<<

The Modeling and Simulation Process

As

A data flow box-diagram

Group Work

- .Form Groups
- .Present to each other your projects
- .Brainstorm on how to complete the project contracts
- .Make sure to upload final contract before next class (and possible get your supervisor approval)