



Delivery and Assessment Plan (DAP)

QD020102

Units of Competency (UoC) detailed in this DAP Week/Stage/Block/Cluster :			
Qualification Details			
Training Package Code & Title	ICT - Information and Communications Technology (Release 7.0)		
Qualification National Code & Title	ICT40120-AC17 Certificate IV in Information Technology (Gaming Development)	State code:	BFF9
Training Package Code & Title	CUA - Creative Arts and Culture Training Package (Release 5.1)		
Qualification National Code & Title	CUA41220 Certificate IV in Screen and Media (Animation and Visual Effects)	State code:	BGS2
Unit National code and title			State Code
ICTGAM420 Produce interactive games (Release 1)			OBU78
ICTGAM421 Identify and apply games design and game play principles (Release 1)			OBU79

Duration of Training/location and group details					
Group Details	Certificate IV in Screen and Media (Animation and Visual Effects) Semester 2, 2022				
Start date	19/07/2022	End date:	6/12/2022	Session Times:	One three and a half hour session per week. Tuesday 09:00 AM - 12:30 PM
Location	South Metropolitan TAFE, Thornlie Campus, Room 8G32				
Group Details	Certificate IV in Information Technology (Gaming Development) [Stage 1] Semester 2, 2022				
Start date	18/07/2022	End date:	5/12/2022	Session Times:	One three hour session per week. Monday 10:30 AM - 12:00 PM; 12:30 PM - 02:00 PM
Location	South Metropolitan TAFE, Thornlie Campus, Room 8G23				
Group Details	Certificate IV in Information Technology (Gaming Development) [Stage 2] Semester 2, 2022				
Start date	21/07/2022	End date:	8/12/2022	Session Times:	One three hour session per week. Thursday 09:00 AM - 12:00 PM
Location	South Metropolitan TAFE, Thornlie Campus, Room 8G23				
Mode of delivery	<input checked="" type="checkbox"/> Face to face <input type="checkbox"/> Combination (describe) <input type="checkbox"/> Flexible <input type="checkbox"/> Other <input type="checkbox"/> On-the-job				
Individual study requirements	1 classroom sessions per week. 20 weeks total over 1 semester. 3-3.5 hours per classroom session.				



At least 3 hours at home per week.

Pre-requisite requirements

No pre-requisites are defined for this cluster of units.

Lecturer contact information

Joshua Ferguson

Josh.Ferguson@smtafe.wa.edu.au

Required resources, texts, equipment you will need

SMT provides:

BlackBoard (Learning Management System)

Microsoft Office 365 (O365)

Unity (campus version)

Visual Studio

Adobe Creative Suite (on campus)

One drive

Repository software (GitHub/ButBucket, GitHub Desktop/SourceTree)

Student provides:

PC computer literacy

External storage device

Suggested resources:

Online learning tutorials (e.g. YouTube, articles, etc.)

Discord

Occupational Health and Safety (OHS) arrangements/requirements:

Learners are expected to follow health, safety and well-being requirements and must ensure they do not endanger themselves, others or equipment used in this course.

Additional Information

The following information is to be read in conjunction with the "Current Students" section of the website.

Recognition of Prior Learning (RPL) / Credit / Credit Transfer

You are encouraged to speak to your lecturer about the possibility of recognition of prior learning if you believe you have any existing skills and knowledge that may be formally recognised towards the unit or qualification you are undertaking.



If you have previously completed qualifications or units speak to your Lecturer regarding the possibility of credit or credit transfer.

Assessment Rules and Appeals Process

If your first submission is deemed not satisfactory you will be allowed one further attempt. This is to be negotiated with your lecturer. You are entitled to appeal if you are not satisfied with the assessment process or outcome. The appeal must be lodged within 20days of receiving the assessment information or outcome. In the first instance, approach your lecturer for information about the process, or check the 'current students' section of the SM TAFE website.

Absences

If you are unable to attend any class or assessment session you must inform your lecturer as soon as possible.

If you miss an assessment due to illness, please provide your lecturer with a medical certificate in order to negotiate an alternate time for the assessment.

Reasonable adjustment in the assessment process:

In some circumstances, adjustments to assessments may be made for you. If you require support for literacy and numeracy issues; support for hearing, sight or mobility issues; change to assessment times/venues; use of special or adaptive technology; considerations relating to age, gender and cultural beliefs; format of assessment materials; or presence of a scribe you need to inform your lecturer.

Student support services

South Metropolitan TAFE has a number of services available to assist and support you while you are an enrolled student. These include:

- Disabilities support
- Language literacy and numeracy
- Aboriginal and Torres Strait Student Services
- Assistive technology



Delivery and assessment schedule			
Week/ Session	Topic	Link to UOC (Element level only)	Assessments
Session 1	<p>Topics</p> <ul style="list-style-type: none">An overview of each unit will be explained, describing the delivery and expectations for the units in the cluster.A lecturer led overview of AT01 Video Game Case Study.A lecturer led discussion that will introduce students to contemporary video game genres. The discussion will address the gameplay objectives and characteristics of different video game genres.A lecturer led activity introducing students to the game engine software and development tool, Unity. Become familiar with the standards for working with the Unity game engine including navigating the workspace of the editor and the processes for creating, storing, and loading a new video game project. The official Unity tutorials can be used to support this activity. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version)Unity Download ArchiveUnity Learn – Unity Essentials <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks. Visit the Unity Download Archive to download and install a personal copy of the Unity game engine (latest college version). Spend some time researching contemporary games for inspiration, to support the planning of your video game case study. Find and complete a relevant Unity tutorial for beginners to help practice the skills learned in the classroom.</i></p>	<p>ICTGAM420 1.2, 2.1, 3.1-3.3</p> <p>ICTGAM421 1.1-1.3</p>	AT01 START
Session 2	<p>Topics</p> <ul style="list-style-type: none">A lecturer led overview of AT02 Video Game Project.	<p>ICTGAM420 1.1-1.5, 2.1-2.3, 3.1-3.3, 3.5</p>	AT02 START



	<ul style="list-style-type: none">• A lecturer led discussion that will continue to explore contemporary video game genres. The discussion will address the gameplay objectives and characteristics of different video game genres.• A lecturer led discussion that will guide students in the process of analysing a project brief for a video game. The discussion will address how different asset types are used in video games, as well as how to identify the technical specifications contained in a production brief and their impact on the production of the a video game.• A lecturer led activity introducing students to creating video games using Unity. Become familiar with a game object oriented workflow by transforming primitive objects and creating custom functionality using the components and tools provided by the engine. Learn to import and implement assets provided in a Unity Package file using the editor, and address any issues that may arise. The official Unity tutorials can be used to support this activity. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>	ICTGAM421 1.1-1.3	
Session 3	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led discussion that will continue to explore contemporary video game genres. The discussion will address the gameplay objectives and characteristics of different video game genres.• A lecturer led discussion introducing students to the different stages of the production cycle for a video game. The discussion will address the nature of various production tasks in producing a video game, as well as the order/sequence that tasks are usually completed in.• A lecturer led activity introducing students to the project-management software Hack n Plan. You will learn to use Hack n Plan to monitor production progress against a production schedule, by creating an outline of the development sequence for the game to track production tasks and associated metrics.	ICTGAM420 1.6-1.8, 2.1, 3.1-3.4, 3.6-3.7 ICTGAM421 1.1-1.3	



	<ul style="list-style-type: none">A lecturer led activity introducing students to programming game mechanics for a video game using Unity and the C# programming language. Become familiar with basic C# syntax and MonoBehaviour functionality by creating some simple gameplay mechanics. The official Unity tutorials can be used to support this activity. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version)Hack 'n' Plan <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>		
Session 4	<p>Topics</p> <ul style="list-style-type: none">A lecturer led discussion that will introduce students to game design principles used in video game development. The discussion will address different game design frameworks and how they can be used to create engaging player-oriented interactive experiences.A lecturer led activity introducing students to the process for integrating art assets into a Unity project. Learn to import and implement 2D sprites and 3D models into a Unity project so they can be used as assets in a video game, as well as how to address associated asset integration issues.A lecturer led activity introducing students to the process of creating and implementing animations in a Unity project. Learn how to use Unity's Animation toolset to create animations, Unity's Animator toolset to implement and transition between animations, and to play animations through code. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version)	<p>ICTGAM420 1.4, 2.1, 3.1-3.7</p> <p>ICTGAM421 4.1-4.2, 5.1</p>	



	Out of Class <i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i>		
Session 5	Topics <ul style="list-style-type: none">• A lecturer led discussion that will continue to explore different game design principles and frameworks used in video game development. The discussion will address various gameplay principles and how they differ from game design principles.• A lecturer led activity introducing students to the process for integrating audio assets into a Unity project. Learn to import and implement sound effects and music into a Unity project so they can be used as assets in a video game, as well as how to address associated asset integration issues.• A lecturer led activity introducing students to the process of implementing audio in a Unity project. Learn how to use audio sources to manage and play audio clips and apply basic audio effects, as well as how to play sound through code. Resources <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) Out of Class <i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i>	ICTGAM420 1.4, 2.1, 3.1-3.7 ICTGAM421 4.1-4.2, 5.1	
Session 6	Topics <ul style="list-style-type: none">• A lecturer led discussion that will guide students in the process of analysing potential target demographics and consumer markets for video games. The discussion will address the different characteristics of video game players and consumers and how those characteristics may impact on the design of video games.• A lecturer led activity introducing students to the process of exporting a video game	ICTGAM420 3.6-3.9, 4.1-4.3 ICTGAM421 2.1-2.2	



	<p>project from Unity as an executable build. Learn how to prepare for the build process, build for different platforms, and store executable builds appropriately for distribution.</p> <ul style="list-style-type: none">• A one-on-one activity between students and the lecturer that will provide students with an opportunity to present their prototype for AT02 for collaborative evaluation and to identify any required amendments before conducting user trials. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>		
Session 7	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led discussion that will continue to explore the process of analysing target demographics and consumer markets for video games. The discussion will address the choices, trends, and patterns of consumers and players of video games.• A lecturer led discussion that will introduce students to the process of conducting user trials during the production of a video game. The discussion will address how to prepare to conduct user trials, how to gather feedback from users, and how to evaluate the feedback received through user trials so that the information can be used in production. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing</i></p>	<p>ICTGAM420 4.4-4.5</p> <p>ICTGAM421 2.1-2.2</p>	



	<i>required tasks.</i>		
Session 8	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led discussion that will guide students in the process of evaluating user feedback. The discussion will address how to interpret and respond to user feedback during development in order to create a more engaging experience.• A lecturer led discussion that will guide students in the process of finalising a production cycle. The discussion will address obtaining client endorsement and sign-off of the final project outcome, performing the required final checks, constructing a gold master build, and appropriate archiving practices.• A student led activity that provides students with an opportunity to conduct user trials for AT02 with a small group of users, in order to obtain feedback that can be evaluated. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <ul style="list-style-type: none">• Submit all requirements outlined in AT01 Video Game Case Study. <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>	ICTGAM420 4.6, 5.1-5.6	AT01 DUE
Session 9	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led overview of AT03 Gamification Project.• A lecturer led discussion that will continue to explore the process of finalising a production cycle. This discussion will address industry-standard archiving and version control practices using software repositories.• A lecturer led discussion that will introduce students to the technical limitations that hardware may have on the design and development of video games. This discussion will address the impact of the hardware being used to develop a video game, as well as the impact of hardware that is used to run the executable version of the game.	ICTGAM421 5.2	AT03 START



	<ul style="list-style-type: none">A lecturer led activity using Git repositories in conjunction with a desktop client (such as SourceTree), which introduces industry-standard version control software and protocols for maintaining appropriate archiving and versioning of project related files. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version)GitHubBitBucketSourceTree <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>		
Session 10	<p>Topics</p> <ul style="list-style-type: none">A lecturer led discussion that will introduce students to the technical limitations that software may have on the design and development of video games. This discussion will address the impact of the software being used to develop a video game, as well as the impact of software that is used to run the executable version of the game.A lecturer led discussion regarding the range of topics discussed throughout the term. This content review is intended to help consolidate the knowledge learned throughout the term. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version) <p>Out of Class</p> <ul style="list-style-type: none">Submit all requirements outlined in AT2 Video Game Industry Report.	ICTGAM421 5.2	AT02 DUE



	<i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i>		
	TERM BREAK		
Session 11	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led overview of AT04 Video Game Industry Analysis.• A lecturer led discussion introducing students to the history of the video game industry. The discussion will address the historical milestones, market volume, and value of the video game industry as well as key generational technology and industry members.• A lecturer led discussion introducing students to the gameplay and design of non-computer based games. This discussion will address the nature of non-video games and their impact on the formation of video games. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>	ICTGAM421 3.1-3.2	AT04 START
Session 12	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led overview of AT05 Knowledge Theory Questions.• A lecturer led discussion introducing students to the process of evaluating gameplay from different perspectives. This discussion will address the cognitive aspects of contemporary interactive gameplay. <p>Resources</p>	ICTGAM421 2.3	AT05 START



	<ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>		
Session 13	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led discussion that will continue to explore the process of evaluating gameplay from different perspectives. This discussion will address the emotional aspects of contemporary interactive gameplay. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version) <p>Out of Class</p> <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>	ICTGAM421 2.3	
Session 14	<p>Topics</p> <ul style="list-style-type: none">• A lecturer led discussion that will continue to explore the process of evaluating gameplay from different perspectives. This discussion will address the social aspects of contemporary interactive gameplay. <p>Resources</p> <ul style="list-style-type: none">• LMS Learning Content Materials• Unity Game Engine (latest college version)	ICTGAM421 2.3	



	Out of Class <i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i>		
Session 15	Topics <ul style="list-style-type: none">A lecturer led discussion that will introduce students to the concept of gamification and how game design principles are applied beyond video games. This discussion will address how gamification is applied in the context of commercial and therapeutic industries. Resources <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version) Out of Class <i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i>	ICTGAM421 3.3	
Session 16	Topics <ul style="list-style-type: none">A lecturer led discussion that will continue to explore the concept of gamification and how game design principles are applied beyond video games. This discussion will address how gamification is applied in the context of education and assessment industries. Resources <ul style="list-style-type: none">LMS Learning Content MaterialsUnity Game Engine (latest college version) Out of Class <ul style="list-style-type: none">Submit all requirements outlined in AT03 Video Game Design.	ICTGAM421 3.3	AT03 DUE



	<i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i>		
Session 17	<p>Topics</p> <ul style="list-style-type: none">A lecturer led discussion that will continue to explore the concept of gamification and how game design principles are applied beyond video games. This discussion will address how gamification is applied in the context of industrial and military training industries. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content Materials <p>Out of Class</p> <ul style="list-style-type: none">Submit all requirements outlined in AT04 Video Game Production. <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>	ICTGAM421 3.3	AT04 DUE
Session 18	<p>Topics</p> <ul style="list-style-type: none">During this session students are expected to continue working towards the completion of any outstanding assessments.<ul style="list-style-type: none">Students who have completed and submitted all required assessments may use this time as an opportunity to further develop their Unity skills by identifying and completing a tutorial that is more advanced than their current skill set. <p>Resources</p> <ul style="list-style-type: none">LMS Learning Content Materials <p>Out of Class</p>		AT05 DUE



	<ul style="list-style-type: none">• Submit all requirements outlined in AT05 Knowledge Theory Questions. <p><i>The type and duration of out-of-class activities expected after these sessions: Following each session you are expected to spend an additional 3 hours per session studying and completing required tasks.</i></p>		
Session 19	<i>Students that are required to complete an ASSESSMENT resubmission will undertake that task during these sessions.</i>		
Session 20	<i>Students that are required to complete an ASSESSMENT resubmission will undertake that task during these sessions.</i>		



Assessment 1	
Title	Video Game Case Study
Brief Description	For this assessment you are required to prepare an outline of an existing video game within one of the following genres – platformer, action, adventure, or role-playing game.
Where	South Metropolitan Tafe, Thornlie Campus
When	8 sessions (session 1 – session 8)
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• the internet• required hardware and software required in researching games and the games industry <p>Learners are required to complete the required tasks and submit the required evidence electronically via Blackboard.</p>

Assessment 2	
Title	Video Game Project
Brief Description	You have just been hired to work as a game developer at Immersive Studios, a local digital media studio. As it is your first job working as a game developer, the studio manager has identified a range of small internal projects that you could potentially work on as a way of demonstrating your expertise and skills.
Where	South Metropolitan Tafe, Thornlie Campus
When	8 sessions (session 2 – session 10)
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• project briefs• applicable organisational documentation• game-production assets• technical specifications• game production testing and trialling tools• industry standard game-engine software and development tools• required industry-standard hardware, software and peripheral devices <p>Learners are required to complete the required tasks and submit the required evidence electronically via Blackboard.</p>

Assessment 3	
Title	Gamification Project
Brief Description	You have been working as a game designer for Immersive Studios, a local digital media studio. You have demonstrated your expertise and workplace competency by producing a small internal video game project, and the studio manager is now ready to assign you to the production of a small 'gamified' project for a client.
Where	South Metropolitan Tafe, Thornlie Campus
When	7 sessions (session 9 – session 16)
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• project briefs• applicable organisational documentation• game-production assets• technical specifications• game production testing and trialling tools• industry standard game-engine software and development tools• required industry-standard hardware, software and peripheral devices



	Learners are required to complete the required tasks and submit the required evidence electronically via Blackboard.
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Assessment 4	
Title	Video Game Industry Analysis
Brief Description	For this assessment you are required to prepare and deliver a presentation addressing the evolution and impact of video games.
Where	South Metropolitan Tafe, Thornlie Campus
When	7 sessions (session 11 – session 17)
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• the internet• required hardware and software required in researching games and the games industry <p>Learners are required to complete the required tasks and submit the required evidence electronically via Blackboard.</p>

Assessment 5	
Title	Knowledge Theory Questions
Brief Description	Students will be demonstrating their knowledge in relation to the tasks outlined in the unit evidence by answering a series of theory questions.
Where	South Metropolitan Tafe, Thornlie Campus
When	7 sessions (session 12 – session 18)
Conditions	<p>Skills in this unit must be demonstrated in a workplace or simulated environment where the conditions are typical of those in a working environment in this industry.</p> <p>This includes access to:</p> <ul style="list-style-type: none">• project briefs• applicable organisational documentation• game-production assets• technical specifications• game production testing and trialling tools• industry standard game-engine software and development tools• required industry-standard hardware, software and peripheral devices• the internet• required hardware and software required in researching games and the games industry <p>Learners are required to complete the required tasks and submit the required evidence electronically via Blackboard.</p>



Delivery and Assessment Plan (DAP)

Qualification Details			
Training Package Code & Title:	ICT - Information and Communications Technology (Release 7.0)		
Training Package Code & Title:	CUA - Creative Arts and Culture Training Package (Release 5.1)		
Qualification Code & Title:	ICT40120 Certificate IV in Information Technology (Gaming Development)	State code	BFF9
Qualification Code & Title:	CUA41220 Certificate IV in Screen and Media (Animation and Visual Effects)	State code	BGS2

Student Declaration

I have read the delivery and assessment plan for:

Unit/s of Competency:

- ICTGAM420 Produce interactive games (Release 1)
- ICTGAM421 Identify and apply games design and game play principles (Release 1)

The delivery and assessment details have been discussed with me. I understand my role and responsibilities and agree to undertake the assessment tasks as detailed in the delivery and assessment plan.

I am aware that all assessment work I submit must be my own work and must abide by all the assessment rules set by my lecturer.

I am aware that my lecturer may seek to verify the authenticity of any unsupervised assessment activities I may have undertaken to confirm it is my own work

I also understand that copying directly from research sources or another student's work without acknowledgement is plagiarism. I further understand that plagiarised work (or cheating of any kind) will not be accepted and may result in disciplinary action taken against me.

#	Student name (please print)	Telephone number	Email address	Date	Signature
1					
2					
3					