GD3S01
Software Engineering Capstone Project

Lecture 4 – Research Proposal Reviewing

Game Development

Media Design School, Auckland

New Zealand

Learning Outcomes

- At the end of the lecture, students should be able to:
  - Understand the purpose of proposal reviewing
  - Understand the criteria for reviewing a proposal

- Activity: You will participate in an in-class peer review activity using the given review forms.

Purpose

- The purposes of reviewing proposals are to:
  - Gain experience in peer-reviewing proposals
  - Learn other's work
  - Provide critical and constructive suggestions and comments on your fellow students' proposals to help them to improve their proposals

Review Criteria

- An exemplary research proposal contains the following:
    1. Free from typos
    2. Title is appropriate and conveys the gist of the proposal
    3. Abstract summarizes well the research proposal
    4. The research problem is clearly identified
    5. The relevant work is discussed.
    6. A well thought research methodology is present
    7. The ethics implications are discussed.
    8. All the required resources are mentioned
    9. The research is achievable in the given time frame
    10. Reliable and relevant resources are listed out in the References

Peer-review Activity in Class

- Each student reviews TWO proposals
- Read the research proposal carefully, (at least TWICE for better understanding) and then write down your feedback.
- For the feedback, use the given review form.

Update Your Proposal

- Once you get review reports, update your proposal.
- Read the review reports carefully, (at least TWICE for better understanding) and then update your research proposal.
- You do not need to FULLY agree with the review reports if you have solid reasons.

Submission

Each student will submit a folder containing his/her own

- UPDATED research proposal and
- the two proposals that you reviewed along with the
- two filled review forms to the web dropbox

by the end of the class (12:30pm).

The End