

GD3S01 - Software Engineering Capstone Project**Component Overview****NZQA Level: 7
Credits: 15**

Software Engineering Capstone Project component is a research project component embracing blended learning with class discussions, one-to-one meetings, online journal with blog discussions and academic writing.

Component Aims:

This component aims to:

- facilitate students' knowledge and skills in advanced software engineering techniques and approaches to apply this knowledge in game development.
- facilitate students' capacity in discussing software engineering philosophy and concepts and reflecting upon advanced software development strategies so that the solid connections between their existing skills and industry expected skills are established.
- facilitate students' ability to research within the field of software engineering to analyse, design, justify and gather information as well as develop academic attitude to pursue post-graduate study.

Learning Outcomes:

On successful completion of this component students are able to

- evaluate, interpret, appraise and apply software engineering principles and practices in their capstone project.
- deliver a capstone project from proposal to final phase producing appropriate research outputs.

Component Schedule:

Component schedule is as shown in the table below. Topics and delivery in weeks are subject to change if required.

Table 1. Component schedule

Week 1	Introduction, Choosing research topic
Week 2	Creating a research proposal
Week 3	Library session
Week 4	Review of the research proposals
Week 5-9	Working on your project
Week 10	<ul style="list-style-type: none"> • Midway Presentation • Project Draft
Week 11-14	Working on your project
Week 15	<ul style="list-style-type: none"> • Final Presentation • Final submission

Each student needs to schedule their one-to-one meetings with the lecturer individually starting from the 4th week.

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Achievements will be assessed with **one** summative assignment which tracks the stages of a capstone project from proposal to final phase producing the required outputs appropriately based on the submission timeline and roadmap provided within the assignment brief. The brief is delivered in the first week.

The summative assignment is a research driven project that enables the students to propose their particular area of interest relating back to game development phases. Students are encouraged to reflect upon the relation between their research and games industry.

- Students produce an online reflective journal (a research blog) to discuss, reflect and share their research process.
- Students produce a research document to explain their capstone project, reflect on their investigation, learning and report their findings.

Recommended Resources:

Students need access to online scholarly articles (ACM digital library, EBSCO etc.) via school e-library interface as well as seeking trustworthy online resources are recommended.