
GD3S01
Software Engineering Capstone Project

Lecture 1 – Academic Integrity

Game Development
Media Design School, Auckland
New Zealand

Learning Outcomes

- At the end of the lecture, students should be able to:
 - Know about the Component
 - Know about the Summative
 - Know about the Academic Integrity and how to demonstrate it in their studies and researches

Component Overview

1. Aim

- 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.

Component Overview...

2. Schedule

Week	Task
Week 1	Introduction, Choosing research topic
Week 2	Creating a research proposal
Week 3	Library session
Week 4	Review of the proposals
Week 5 – 9	Working on your project
Week 10	Midway presentation, Draft outline meeting
Week 11 – 14	Working on your project
Week 15	Final presentation, Final submission

For detailed accounts, please see the component overview document.

Summative Brief

- The course of the project is **self-driven for every individual**.
- All students are required to schedule **6 one-to-one meetings** with the lecturer (advisor) in class contact time over the course of the project.
- All students are required to **keep a blog** as a research journal and provide weekly update about their progress.

Summative Brief...

1. Important weeks

- | | |
|-----------------------------|---------|
| • Proposal ----- | Week 4 |
| • Midway presentation ----- | Week 10 |
| • Draft ----- | Week 10 |
| • Final presentation ----- | Week 15 |
| • Final submission ----- | Week 15 |

Summative Brief...

2. Research Topic

- Students are welcome to come up with topics that bring aligned disciplines together, investigating approaches for software engineering for game development, production phases etc. Research might cover but not limited to the approaches listed below:
 - Utilise a range of information
 - Produce software designs, justifying and defending the decisions
 - Discuss and reflect upon problem solving strategies
 - Application of theory to practice
 - Evaluate, compare and contrast development approaches, processes and designs
 - Learn new models, techniques and technologies

Summative Brief...

3. Marks distribution

- Demonstration ----- 25%
- Sources ----- 10%
- Citations ----- 05%
- Writing style ----- 10%
- Research document ----- 50%

- For detailed account, please see the summative brief document.

Academic Integrity

- What is Academic Integrity?
- It is the commitment of academics and students to the five fundamental values: (1) Honesty, (2) Trust, (3) Fairness, (4) Responsibility, and, (5) Respect.
 1. Honesty:

Students submit their honest work for progress. Lecturers' honest feedback guides students.
 2. Trust:

Lecturers trust students to create their own original work.
 3. Fairness:

Students' work must fairly reflect their own learning (and contribution if it is a group work).
 4. Responsibility:

Both students and the School are responsible for achieving the Graduate profiles.
 5. Respect:

Showing respect by acknowledging others' work.

Discussion

- How to avoid Academic Dishonesty?
 - Do not present other people's work as your own
 - Do not let others to copy your work
 - By giving **right help** to your friends in their assignments
- What are the consequences of academic dishonesty?

Plagiarism

- What is **Plagiarism**?
- It involves presenting another person's (or part of) ideas, words, artwork or inventions as your own, as well as using or modifying fully or partially work of others without acknowledgement.

Avoiding Plagiarism

- How to avoid plagiarism?
 - By correct **Quoting**, **Paraphrasing**, and **Summarizing** your **Sources**?
- How to quote?
 - This is “how” you quote. There are many different styles, for example APA or IEEE styles.
- When to quote?
 - When the wording of the original is memorable or vivid and you can't re-write it to sound any better.
 - When the exact words of an authority would lend support to your own ideas.
 - When you want to draw attention to the author's opinion, especially if that opinion differs greatly from other experts' opinions.

Avoiding Plagiarism...

- How to paraphrase?
 - Write the main idea in your own wordings.
- When to paraphrase?
 - When the ideas are more important than the author's authority or style.
 - When the original language isn't particularly memorable, but the ideas are.
 - When the original language is too difficult to understand (for instance, when the particular jargon or complexity of the original work is so difficult to understand that you need to paraphrase it so that the meaning is immediately clear).
- How to summarize?
 - Write the key details in your own wordings.
- When to summarize?
 - When your work is partially dependent on it.
 - Providing background for your own work.
 - What are the examples of sources.
- What is **Common Knowledge**? (You do not need to cite or reference it)

Copyrighted Material

- What is copyright?
- It is the exclusive rights Parliament gives to creators of original works.
- According to New Zealand Intellectual Property Office, it is an automatic unregistered right that comes into existence every time an original work is created, published, and performed.
- Link to New Zealand Copyright Act 1994:
<http://www.legislation.govt.nz/act/public/1994/0143/45.0/DLM345634.html>

Copyrighted Material...

- Under what circumstances you can use copyrighted material correctly?
 1. After the copyright holder's permission
 2. After the expiry of Copyright, (Generally, it expires after 50 years of the death of copyright holder)
 3. Copying under the fair dealing provisions of the New Zealand Copyright Act. (For more details, please see Part 3 of the Act)
 4. Copying under a Creative Commons licence

Activity

1. What is fair dealing in NZ Copyright Act 1994?
 - See Part 3 in New Zealand Copyright Act 1994, see Ref. 1
2. What is Creative Commons licence?
 - See the Creative Commons document, in ClassFolders, for an overview. For detailed accounts, see Ref. 4 and 5
3. What is Public Domain?
 - See the link <http://www.copyright.org.nz/viewFaq.php?faq=361>,
4. Is work posted on the internet in the public domain?
5. What is Intellectual Property (IP)?
 - See NZCR Act, Ref. 3

References

1. <http://www.legislation.govt.nz/act/public/1994/0143/45.0/DLM345634.html>
2. <http://www.copyright.org.nz/>
3. <http://www.iponz.govt.nz/cms>
4. <http://www.creativecommons.org.nz/>
5. <http://www.creativecommons.org/>

The End