Faculty of Science, Engineering and Technology

Object Oriented Programming

High Distinction Task 10.3: High Distinction Project

Overview

To be eligible for top marks in this unit, you must demonstrate significant depth of understanding of the topics and concepts related to the unit learning outcomes.

Purpose:	Demonstrate that you have developed a significant depth of understanding of the topics and concepts related to the unit.
Task:	Complete one of the tasks suggested, or a similar task, in order to develop evidence of your understanding.
Time:	This must be completed before you submit your portfolio, but it is advisable to submit drafts and plans earlier for feedback.
Resources:	▪ High Distinction Research Ideas document

Note: You should only start this task when your custom program meets the High Distinction standard. This research on its own is not sufficient evidence for your portfolio to be eligible for a High Distinction.

Submission Details and Assessment Criteria

You must submit the following files to Doubtfire:

- Details of your evidence in a PDF document, with additional files attached to your portfolio.

Make sure that your task has the following in your submission:

- Discuss the task and plan with the lecturer and your tutor before starting.

Note: Do not start this task until you have completed your custom program.

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Instructions

The aim of this task is to demonstrate significant depth of understanding related to the units topics and concepts. Several ideas are presented, but you are free to do this in any way you see fit.

This task works in conjuncture with the HD standards on the Custom Program. With the custom program you are demonstrating that you can apply the concepts learnt, whereas in this task you are demonstrating that you can explain and discuss the concepts with similar depth of understanding.

There are several ways you can demonstrate your ability to explain and discuss programming concepts at depth.

- Provide evidence of assisting other students on the Discussion Board (or help desk).
  - Posts must demonstrate ability to understand the challenges the other student faces, and the advice should demonstrate the ability to guide the student to the knowledge.
  - Evidence would include details of the number of questions answers, example answers, and some related discussion.

> **Note**: We expect this to be the same effort as the other ideas — so this would require more than just answering one or two small questions.

- Provide a tutorial on the use of objects and SwinGame to accomplish a task.
  - This could be a walkthrough to write a game, or use some more advanced features (networking, web, sprites, physics, etc).
  - If this is done using Markdown, we will be happy to publish your article with acknowledgements on the website.
- Provide a video or podcast explaining a concept
  - Model this off the CodeCasts. Focus on topics that are challenging.
- Conduct a small research project aiming to answer a question related to programming
  - Create a plan to outline the question and method for your research project.

    The **research question** is the question you aim to investigate in the project.

    The **research method** describes how you will approach answering the question.

> **Tip**: Discuss your ideas with your tutor and lecturer before starting the project!