Computer Graphics Course Project:

**Topic**

*Authored by*

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# Introduction

The introduction chapter needs to state the objectives of the program of research, include definitions of the key concepts and variables and give a brief outline of the background and research approach. The aim of the introduction is to contextualise the proposed research.

# Literature Review

The literature review chapter should demonstrate a thorough knowledge of the area and provide arguments to support the study focus. The aim of the literature review chapter is to delineate various theoretical positions and from these to develop a conceptual framework for generation of hypotheses and setting up the research question.

# Research Design

This chapter of the thesis should outline the design and methodology of your research. The basis for the choice of research method should be whether it will help you answer your research question(s).

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# Results

Chapter 4 details all the results of your study.

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# Analysis

Chapter 5 contains a full discussion, interpretation and evaluation of the results with reference to the literature. This chapter can also include theory building.

# Conclusions

This chapter contains conclusions, limitations, and recommendations – so what is the theory? Where to from here? What are the practical implications? Discussion of where the study may be extended.

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Bibliography

American Psychological Association (APA). (2010). *Publication Manual of the American Psychological Association* (6th Ed.). Washington, DC: Author