**INITIAL PROJECT IDEA**

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| Student Name: |  |
|  |  |
| Student Number: |  |

**Project Working Title:**

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**Project Description:**

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**Motivation for project choice:**

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**Background research carried out so far:**

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**Proposed project artefact:**

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**Hardware/Software you intend to use:**

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**Give the name(s) of any staff you have consulted:**

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The PROJECT IDEA document is submitted towards the end of semester 1 online, via Blackboard. The project idea will form the basis of the first discussion between the student and their supervisor and is expected to evolve into the more detailed project proposal.

At the beginning of the project period students are required to produce a detailed project proposal and to have this proposal agreed (signed off) by their supervisor. This agreement will normally happen within the first two weeks of the project period. Students are encouraged to consult with other members of staff if specialist input is required prior to the proposal being agreed.

1. **Working Title**: Title of your project.
2. **Project Description**: Give a short overview (1-2 paragraphs) of the area your project will focus on and the problem that your project will attempt to solve.
3. **Motivation for project choice**: Explain briefly why you have chosen this particular project. This could be based on a number of factors such as:- appropriateness to employment aspirations, modules studied, area of interest/development etc.
4. **Background research**: Describe the background research that you have undertaken so far in order to find and define your project idea. This could include a review of similar products or areas of investigation, available resources (it is not a good idea to attempt a project for which you are unable to identify any resources to help you), potential future market/demand etc. Your references should be in Harvard style, <http://lis.tees.ac.uk/referencing/> .
5. **Proposed Project Artefact**: Provide a brief description of what you will create for your project’s ‘product’. This should be a tangible artefact, that is related to the subject and content of your course.
6. **Hardware/Software**: What facilities will you need to complete the project? The most successful projects are ones where students use tools that they are already familiar with. Hardware failure could cause a major problem for your project, so we recommend that wherever possible students use the hardware and software available to them in the SCMA labs and studios.