Guide to the Sample Honours Project Final Reports issued to Students in 2017-18[1]

This document details the Final Reports submitted by 31 Students over recent sessions. Of the 20 Interim Reports issued to you previously, there are 11 additional Final Reports.

1. From the original 05-06 session, we have gained Captain Haddock (a BSc Networking student for whom I was second marker) and Professor Plum (who was my first "Multimedia CAL for Kids" project student and so I have a particular "soft spot" for him).
2. There are an additional 2 selected students from 08-09 for whom I also acted as second marker (Foghorn Leghorn, BSc Networking and Yosemite Sam, BSc Games Software Development).
3. There is an additional selected student from 10-11 for whom I acted as second marker (Dick Dastardly, BSc Networking). This is an example of a poor project which is a clear fail. This is probably due to a combination of lack of rigour in both the application of the project and its write up.
4. There are 4 further students from session 11-12. They are Students BB, D, DD and The Joker (whose original project proposal you saw).
5. Finally, there is the return of Batman and Robin (both Games students), for whom you saw the original additional proposals from 12-13 issued to you previously

In terms of the marking, up until session 08-09 the Final Report was marked out of 65 (because up until then we had a different style of presentation element for the project). From 08-09 the Final Report has been marked out of 70. Thus the marking schemes supplied have the raw mark out of 65 or 70 calculated as a percentage for the report itself. Thus that mark is not actually the final overall project mark, since the Interim Report and Project Presentation are combined to make a final mark out of 100. Also there were some amendments to the Marking Scheme documents from the session 2009-10 (as periodically happens), but that won't have any material effect on how you should undertake or report upon your project.

The change for 2009-10 was in relation to the Develop and Test Marking Scheme which was amended so that extra credit could be given to the project based on the informal demonstration of the software which the student requires to do after submission. This change was made since it was felt that students undertaking a D&T project should be able to get some extra credit for the quality of the implementation even if this didn't totally "shine through" in the quality of those aspects of their final written report. You note that the marking criteria are carefully worded to that effect.

All of this material should give a very clear guide as to what is expected in a good final report. In summary the 31 Final Project Reports and their report marks are:

OVERLEAF

[1] Material produced Brian Shields (and Richard Foley)

From Session 05-06

Student	Project	Mark(%)
Captain Haddock	A Feasibility Study of Peer-to-Peer File Sharing in Enterprise Internetworking Environments	64%
Dr Black	Adaptable web applications for Desktop and Mobile clients	42%
Mr X	Investigating issues of how agile programming could be used in conjunction with existing quality management systems	58%
Professor Plum	Evaluating the HCI of Educational Software	69%

From Session 06-07

Student	Project	Mark(%)
Colonel Mustard	An Investigation into evaluating the effectiveness of Reading Assisted Software aimed at children who have Dyslexia	77%
TinTin	The development of suitable web usability guidelines for making websites with the Sony PlayStation Portable	39%

From Session 07-08

Student	Project	Mark(%)
Daffy Duck	The implementation of mobile web HCI guidelines in the development of Business to Consumer retailing applications for PDAs	52%
Penelope Pitstop	Investigating the use of Agile Development in a Large Scale Software Development	81%
Professor Calculus	Investigation into how the quality practices of Extreme Programming can be adapted and integrated with the quality process areas of the Capability Maturity Model for Development to improve the software development process.	77%

From Session 08-09

Student	Project	Mark(%)
Foghorn leghorn	Performance analysis of VoIP in an IEEE 802.11g WLAN deployment	59%
Wile E. Coyote	Evaluation of Tools to Support Large Scale Batch Scheduling	73%
Professor Pat Pending	Investigating the HCI of Dr. Kawashima's Brain Training software on the Nintendo DS and the affect this has on children within primary school education	55%
Yosemite Sam	Augmented Reality Mario Kart Race Game	37%

From Session 09-10

Student	Project	Mark(%)
Aladdin	Evaluating the suitability of the HCI in Educational Software	66%
Jafar	Performance Analysis of pro-active and re-active MANET routing protocols	77%
Jessica Rabbit	A Mobile Information Application to improve the life of Students	82%
Judge Doom	Performance Evaluation of Wireless Networks with Multimedia Traffic	80%
Princess Jasmine	Develop a Webmail system for Older Adults	58%
Student L 09-10	Quality of Service performance of iHEED on ad hoc wireless networks	70%

Student	Project	Mark
Dick Dastardly	What are the strengths and weaknesses of Address Space Layout Randomization and Data Execution Prevention mechanisms, found in the security model of Microsoft Windows 7 operating system and how do they compare to Apple's Mac OS X Snow Leopard's security model?	34%
Ironman	An Investigation of the development of Hybrid Applications for the iPhone using Non-Proprietary Development Environments	64%
Superman	An investigation into the performance metrics of "traditional" and modern VPN tunneling methods for small businesses.	82%
Student JJ 10-11	A comparison of Artificial Neural Network Learning Algorithms to predict Voice over IP Call Quality (Supervisor: Kapilan Radhakrishnan)	69%
The Road Runner	Enhancing Mobile Web Usability Guidelines for the Apple I-Phone	82%

From Session 11-12

Student	Project	Mark
Denis the menace	An investigation to find if a hybrid methodology, combining Scrum and Extreme Programming, can contribute to overcoming the software development project failure characteristics attributed with the use of a prescription approach[2]	72%
Student BB 11-12	An Assessment of Web Authentication Security and Usability	64%
Student D 11-12	Development and Test of a Room Booking Application for BlackBerry Playbook Tablet	68%
Student DD 11-12	Creating a Eucalyptus Cloud Computing Environment and Evaluating the Ability of the Snort Intrusion Detection System to Detect Denial of Service Attacks Within It[3]	64%
The Joker	An evaluation of the security mechanisms within the Amazon S3 Cloud Platform	56%

From Session 12-13[4]

Student	Project	Mark
Batman	An Investigation into the Effectiveness of Co-Designed Learning Games versus Traditional Teaching Games	81%
Robin	The Proteus Effect: The impact of perceived trustworthiness on offline gameplay behaviour	76%

[2] Far too long a title. Students really should be penalised for this!
[3] Another over lengthy title
[4] The key to the success of these students (indeed any student with really high marks) is all down to the level of "academic rigour" shown throughout the report (and project)