A picture containing graphical user interface

Description automatically generated

**School of Computing and Mathematical Sciences**

**BSc Games Design and Development/Creative Digital Media/Computing with Games Development/etc. \***

**Academic Year 2022/23**

[insert indicative project title here]

[ insert Full Name ( & Registration Number) here ]

A Proposal submitted in partial fulfilment of the requirement for the degree of Bachelor of Science

***\* Delete what is not relevant to you (and delete all guidance comments in italics like this one before you submit your dissertation!)***

**ABSTRACT**

*Give a summary of your proposed project. Try to include the following:*

* *A high level description of the topic area*
* *An overview of the problem to study and why this is interesting / relevant / important*
* *A high level description of the approach you plan to take*
* *A summary of the contributions you foresee*
* *Do not exceed 250 words.*

# Proposed Project title

*This section should be about two pages long but should not exceed three pages. These three pages should not include cover page, abstract or references.*

## Introduction

*Think about trying to set the scene for your dissertation by giving an overview of your topic area and show how these fits into the broader area of Games/Digital Media/Computing. Give a broad overview of existing research / industry work in your topic (the full description will come in your literature review). Try to demonstrate that there is a gap in current knowledge/practice and use this to show why your own research is needed/worthwhile. This should lead into a statement of the problem or research question that your report addresses.*

## Research aim and objectives

*State your intended aim and present your measurable objectives. You should ONLY have ONE aim. Objectives are stages of achieving this aim and should be measurable. Objectives are not tasks so remember that this should not read like a planning list. Generally, you should not have less than four or more than seven objectives at this stage.*

1. *Describe objective, what you need, what will you do and if there is deliverable, identify it.*
2. *For example, using the output of objective 2,…. Which would result in deliverable 2*
3. *……*

Table 1. Summary of objectives, methods, deliverables and expected duration

|  |  |  |  |
| --- | --- | --- | --- |
| **Objective** | **Method** | **Deliverable** | **Duration** |
| *Objective 1* | *Methodology/techniques/methods* | *Deliverable 1* | *X months/weeks* |
| *Objective 2* | *Methodology/techniques/methods* | *Deliverable 2* | *X months/weeks* |
| *…* | *...* |  | *…* |

## Research approach

*Give a brief overview of method of research are you following to achieve your intended aim and meet your individual measurable objectives. You need to have a paragraph about each objective, stating the methods/methodologies/techniques you will be using in order to achieve the objective. Also, explain how these methods would lead to the deliverables stated. You need to provide how long it would take to achieve the objectives. This should then match the Gantt chart of your plan in the next section.*

## Planning

*Briefly describe your planning. Make sure you include a Gantt chart. Remember that your deliverables should be identified as milestones in the Gantt chart. When your objectives lead to each other, this should be clarified in the chart.*

## Legal, Social, Ethical and Professional Issues and Considerations

*Consider if you have any legal or ethical issues. Please refer to the tutorials on ethics and if you are in doubt always consult your supervisor. You may find it helpful to include a list of all applicable laws and perhaps other laws that you have considered and excluded, with reasons why they do not apply, if appropriate. It is generally not a good idea to decompose this section into sections labelled as ‘Legal’, ‘Social’, and so on as these aspects are intimately related.*

**REFERENCES**

*Start setting out your references on a new page. Use the Harvard referencing format correctly.*

*You may find the Harvard Citation and Referencing Guides on Moodle page for COMP1682 as part of Games and Digital Media resources.*