

Designer	Regan Music
Date	6/7/2020
Course	CS205 – Integrated Studio 3
Version	1.1

Bachelor of Creative Software

CS205

Integrated Studio 3

(NZQF Level 6, 30 credits)

Pitch Proposal

15% of the total Marks

Project Start

Week 7, Thu 03/09/2020, 12:30pm

Submission

Week 8, Fri 11/09/2020, 11:59pm

Objectives

This assessment comes as a precursor to **CS205 - Integrated Studio 3**'s final assessment which is a large, collaborative group project. Moving into group-work, you need to have a strong idea to work with. You are given roughly 2 weeks to get your ideas into a presentation, you are not limited to one idea if you have more. With this presentation your aim is to get others to work with you.

This assessment ensures that you've had practice as someone in a position to pitch an idea. This is valuable as an independent developer, entrepreneur or even someone working in professional teams where you may at times be called on to bring ideas to pitch-meetings and help decide the next project or secure funding for yourself or your peers. This ties in closely with your progress in **CS204 - Society, Enterprise & Innovation**. If you have an idea that you would like to launch into a fully-fledged business post-study, this is a good time to try pitching that idea.

This assessment gives you the opportunity to bring others on-board with your idea, including not only fellow developers but animation students from Yoobee school of Animation.

Tasks

You're to propose a games or app (or both... or many) to be made in the Unity engine. There is no written aspect to this, just bring your ideas and present them your class and neighbouring animation class. The ideas can be for yourself or may even serve to inspire others before the following week where teams will have to lock ideas into place.

The Pitch Presentation should include a slide-show with images and text as you describe to the audience what project you'd like to work on. Use diagrams, artistic drawings and reference images to help you describe your idea. Try to take no more than 3 minutes per idea.

Note that teams in the final assignment will consist of at least 2 programmers. The project you propose must be scoped for at least 2 programmers.

You MAY team up for this Pitch Proposal, however you will be graded on your individual contributions in the presentation. Label your own slides with your name.

Submission/Deliverables of your Work

Submissions are accepted only via **Moodle** and should be a **zip file** with the following content:

- The slideshow used in your presentation (*.ppt, *.pptx).

Learning Outcomes

On successful completion of this course, students are able to:

1. Articulate an individualised learning journey through reflection on specialist contribution to a team software development project.
2. Produce a useable, fit-for-purpose software product to the required technical standard.
3. Identify and resolve issues and problems in an open and collaborative way.
4. Engage in innovation and creativity as software practitioners.
5. Integrate effective collaborative practices in a team-based software development environment.

Marking Schedule

Pitch Presentation (12 Marks)

Criteria	Marks
Title Slide The first slide is reserved as a cover page, it includes the following: <ul style="list-style-type: none"> • Title; • Cover image; • Your name; • Team name (if applicable); • The date. 	1
Introduction & Summary The team is verbally introduced, a slide and explanation is given for a general summary of the game or app.	2
Target Audience Who is your application for? Who do you think wants to use it? Why do you think so?	2
Rules / Functionality Rules and/or functionality are outlined. It's clear what the application can do, and what the user will do. The sum of all the rules / functionality make a clear outline for 7 weeks' worth of work shared amongst the team.	4
Slide Quality Slides use images, text and formatting to effectively communicate to and engage with the audience.	2
Visual Communication Images are used to better explain rules or other concepts, and also to add flair to the document, ultimately offering a clearer explanation.	2
Audience Engagement Presenters communicate well to the audience, capturing their attention and being very clear about their intended project.	2
	15

Assessment's Policies

- Submissions are only accepted via Moodle.
- All work shall be properly referenced in the APA format;
- Refer to the Yoobee Colleges' current extension policy surrounding late submissions and assessment extensions. You will be provided with this via Moodle, see your tutors.
- Marks and feedback will be returned within three weeks of the submission date.
- Academic dishonesty and plagiarism are considered serious offences at Yoobee Colleges and significant penalties can be incurred, such as a reduction in the grade awarded for the assessment, failure of the course, and in some cases, suspension or expulsion from the College. Please refer to the **Student Handbook** regarding assessment **submission and plagiarism policy** for detailed information. By completing and submitting this assessment you are authenticating that the work is original and does not violate plagiarism or copyright law.

Marking Guidelines

Criteria	Individual Mark	Group Mark
Labs	35	N/A
Project Proposal	2	13
Unity Application	25	25
Total	62	38

Grade		Score Band
A+	Achieved with Excellence	90 - 100%
A	Approaching Professional	85 - 89%
A-	Very Good Understanding	80 - 84%
B+	Good Understanding	75 - 79%
B	Achieved Satisfactory	70 - 74%
B-	Satisfactory	65 - 69%
C+	Sufficient	60 - 64%
C	Adequate	55 - 59%
C-	Pass	50 - 54%
D	Fail or Not Yet Competent	below 49%

Your Grade is determined by the percentage of the Questions/Aspects you get correct.

The overall grade for all Questions/Aspects will determine your final Grade.

To pass this Assessment a grade of C- is required.

Every Extension if required will deduct from your Assessments final grade.