

# MANCHESTER METROPOLITAN UNIVERSITY

## DEPARTMENT OF COMPUTING AND MATHEMATICS

<b>Unit Code and Title:</b>	6G6Z0019 Synoptic Project
<b>Assignment set by:</b>	N. Costen
<b>Assignment ID:</b>	1CWK35
<b>Assessment Weighting:</b>	35% of 30 credits
<b>Assignment title:</b>	Creative Piece
<b>Type:</b>	Individual
<b>Hand-in deadline:</b>	Friday 2nd May 2025, 21:00
<b>Hand-in format and mechanism:</b>	Via Unit area on Moodle

**Learning Outcomes Assessed:** This assignment will assess your ability to:

- implement a substantial project using a defined project management methodology;
- develop a product utilising established tools and techniques;
- test a product to ensure it meets required standards;
- evaluate a product and project to assess the extent to which they met defined objectives.

**Note:** it is your responsibility to make sure that your work is complete and available for marking by the deadline. Make sure that you have followed the submission instructions carefully, and your work is submitted in the correct format, using the correct hand-in mechanism (e.g., Moodle upload). If submitting via Moodle, you are advised to check your work after upload, to make sure it has uploaded properly. If submitting via OneDrive, ensure that your tutors have access to the work. Do not alter your work after the deadline. You should make at least one full backup copy of your work.

### Penalties for late submission

The timeliness of submissions is strictly monitored and enforced.

All coursework has a late submission window of 7 calendar days, but any work submitted within the late window will be capped at 40%, unless you have an agreed extension. Work submitted after the 7-day late window will be capped at zero unless you have an agreed extension. See 'Assessment Mitigation' below for further information on extensions. Please note that individual tutors are unable to grant extensions to assessments.

### Assessment Mitigation

If there is a valid reason why you are unable to submit your assessment by the deadline you may apply for Assessment Mitigation. There are two types of mitigation you can apply for via the module area on Moodle (in the 'Assessments' block on the right-hand side of the page):

- **Non-evidenced extension:** does **not** require you to submit evidence. It allows you to add a **short** extension to a deadline. This is not available for event-based assessments such as in-class tests, presentations, interviews, etc. You can apply for this extension during the assessment weeks, and the request must be made before the submission deadline. For this assessment, the non-evidenced extension is 2 days.

- **Evidenced extension:** requires you to provide independent evidence of a situation which has impacted you. Allows you to apply for a longer extension and is available for event-based assessment such as in-class test, presentations, interviews, etc. For event-based assessments, the normal outcome is that the assessment will be deferred to the summer reassessment period.

Further information about Assessment Mitigation is available on the dedicated Assessments page: <https://www.mmu.ac.uk/student-life/course/assessments#ai-69991-0>

### Plagiarism

Plagiarism is the unacknowledged representation of another person's work, or use of their ideas, as one's own. Manchester Metropolitan University takes care to detect plagiarism, employs plagiarism detection software, and imposes severe penalties, as outlined in the Student Code of Conduct and Regulations for Undergraduate Programmes. Poor referencing or submitting the wrong assignment may still be treated as plagiarism. If in doubt, seek advice from your tutor.

As part of a plagiarism check, you may be asked to attend a meeting with the Module Leader, or another member of the module delivery team, where you will be asked to explain your work (e.g. explain the code in a programming assignment). If you are called to one of these meetings, it is very important that you attend.

### Use of generative AI

The use of generative AI is not permitted for this assessment. This includes but is not limited to tools like Microsoft Copilot or ChatGPT (please see What is Artificial Intelligence? if you are not sure). All submitted work must be your own original content, created without the aid of generative AI. Failure to adhere to this policy may constitute academic misconduct and result in serious consequences. If you have been advised to use a specific tool as part of a personal learning plan, you should continue to use it.

### Module Compensation

In the taught modules, it is possible if an overall module mark is just below the pass mark and other performance is acceptable to deem that the module has still been passed. For undergraduate modules, this is the 30% to 39% range, and the marks across level of the module must be at least 40%. However, this does not apply to this module, as it is a major project. In particular, British Computer Society accreditation requires that the major project not be compensated. **Thus the pass mark for this unit is 40%, regardless of performance in other units.**

### If you are unable to upload your work to Moodle

If you have problems submitting your work through Moodle, you can send your work to the Assessment Management Team using the Contingency Submission Form. Assessment Management will then forward your work to the appropriate person for marking. If you use this submission method, your work must be sent **before the published deadline**, or it will be logged as a late submission. Alternatively, you can save your work into a single zip folder then upload the zip folder to your university OneDrive and submit a Word document to Moodle which includes a link to the folder. **It is your responsibility to make sure you share the OneDrive folder with the Module Leader, or it will not be possible to mark your work.**

### Assessment Regulations

For further information see Assessment Regulations for Undergraduate/Postgraduate Programmes of Study on the Student Life web pages.

Assessment Criteria:	Indicated in the attached assignment specification.
Formative feedback:	Written and spoken feedback will be provided in the weekly tutorial sessions as detailed in the attached assignment specification.
Summative feedback format:	Marking grid and written feedback (specified in a separate document) will be provided within 4 weeks of submission.

## 6Z0019 Synoptic Project - Creative Piece

The Project unit has a single piece of work, an exercise to specify, investigate and solve (through the implementation of a “Creative Piece”) an agreed challenge. This is assessed through two elements; the Creative Piece and Report. The requirements and procedures for Project as a whole, and its constituent parts are set out in a separate document (the “Project Handbook”); this document describes the marking criteria for the Creative Piece.

The Creative Piece will be assessed through a “Showcase” process, by which you will explain your work to your assessors. It is thus divided into two parts, the “Product” and the “Demonstration”. The following is a short, indicative, descriptions of the characteristics of the components of this element of assessment. In each case, longer descriptions are given in the Project Handbook.

- **The Product** The nature of this will vary, given the topic of the project. In most cases, it will take the form of a piece of software. This can, for example, be an independent executable, a web-site, database system, mobile “app” or plug-in, game or animation. Alternatively, the Product can take the form of a scientific investigation of a topic, such as, for example, a User Experience assessment or the exploration of the use of particular machine-learning techniques for a particular problem (in both these cases, the investigation protocols and experimentation, assessment scripts and as far as possible raw data should be submitted).
- **The Demonstration** This will take the form of a 10-minute video which you must submit with the Product. You should prepare a set of slides explaining the aim, methodology and outcome of your project. You should also demonstrate the Product working (the precise form of this will vary with the nature of the Product).

## Submission Arrangements

Final submission will occur on the evening of Friday 02/05/25, at 21:00. By that point, you must have saved your Creative Piece, including the demonstration video, to your University OneDrive account and pasted a link sharing it with the examiners into Moodle. Work uploaded, or changed, after this time will be treated in accordance with the University regulations. Full instructions on doing this are given in the “Project Handbook”, available via Moodle. If the ZIP file is small enough to upload directly to Moodle (the limit is 100 MB), you may do that. Some students may be given an additional period to complete their project, as a consequence of a Personal Learning Plan, or a delayed deadline, as a consequence of Evidenced Extensions.

**File names** All of the documents you submit should follow a consistent naming convention. They should be identified by your full name, and University Identity Number and the type of content they contain in the form: `Lastname_Firstname_UID_Document.Type`. Thus for his Creative Piece, Nicholas Costen would upload a ZIP archive, named as `Costen_Nicholas_01900261_CreativePiece.zip`. The code or similar files inside the archive can have any names that are appropriate.

**Submission content** The underlying aim of the Creative Piece submission is twofold:

1. to allow the examiner(s) to explore the functionality of your Creative Piece. To this end, you need to include the artefact you have produced, and instructions on how to use it;
2. to allow the examiner(s) to assess the quality of the code or other source material and (perhaps) run the product on another computer or use it as the basis of some other notional project. To this end, you need to include the source code or material.

To support this, you should prepare a ZIP archive of your product for submission, which includes:

- source, project files, assets, data, compiled executable, video/audio and any other files required to build, run, or view the product;

- a text file explaining the procedure required to run the artefact, including specifying any associated software (e.g. Java RTE, Python interpreter, Matlab, Maya, Houdini, Nuke, etc.);
- the video (or a link to it on MMUTube) which you have prepared to explain the Creative Piece and wider project.

**Student effort** As a 30 credit unit, the Project requires that you undertake 300 hours of work. These are allocated as 25% (75 hours) summative assessment (direct production of materials yielding marks), 5% (15 hours) directed study (meetings with your Theme lecturers, drop-in sessions etc.) and 70% (210 hours) of student-centred work (independent research, design, development and testing). Note that some of this time will have to be undertaken over the vacation.

**Feedback** Formative feedback will be given informally in the supervision sessions, and also formally on this assessed component. This will occur through Moodle and subject to the normal feedback deadlines.

## Assessment Criteria and Marking Procedure

Your work will be marked by at least one member of academic staff; drawn from the Theme supervising your work. The criteria for different levels of success in the Creative Piece are given on the next page.

They have the following detailed descriptions, which include the relevant British Computer Society criteria:

### 1. Product (80%)

The modelling, design and deployment of a complex system appropriate for the degree, based on essential facts, concepts, principles and theories relating to computing, with consideration of applicable standards. This will cover BCS criteria 2.1.1, 2.1.2, 2.2.1, 2.2.3, C3, C5.

### 2. Demonstration (20%)

Communication skills in electronic, written and oral form on complex engineering matters for technical and non-technical audiences. This will cover BCS criteria 2.3.2, C17.

Mark Steps	Product (80%)	Demonstration (20%)
90, 95, 100%	The product addressed the challenge in an innovative and meticulous manner. The issues involved were evaluated and solved with original and insightful use of theory and practice. It showed the work of a mature professional, able to review the product with respect to appropriate professional standards and ideas.	The work involved in the project is presented creatively and fluently, using a range of strategies and media. The work's wider implications are considered, yielding original insights into the field.
72, 75, 78, 85%	The product addressed the challenge in an innovative and meticulous manner. The issues involved were evaluated and solved with insightful use of theory and practice. It showed the ability to work meticulously and competently with respect to professional standards and ideas.	The work involved in the project is presented fluently, using a range of strategies and media. The work's wider implications are considered, yielding a meticulous analysis of the field.
62, 65, 68%	The product addressed the challenge in a through manner. The issues involved were evaluated and solved with clear critical use of theory and practice. It showed the ability to work effectively and competently with respect to professional standards and ideas.	The work involved in the project is presented coherently, using a range of strategies and media. The work's wider implications are considered, yielding a critical review of the field.
52, 55, 58%	The product addressed the challenge in an accurate manner. The issues involved were evaluated and solved with reference to theory and practice. It showed the ability to work confidently and competently with reference to professional standards and practice.	The work involved in the project is presented clearly, using a range of strategies and media. The work's wider implications are evaluated, drawing conclusions and making recommendations.
42, 45, 48%	The product addressed the challenge in an adequate manner. The issues involved were solved with some reference to theory and practice. It showed the ability to work competently with reference to professional standards and practice.	The work involved in the project is presented appropriately, using a range of strategies and media. The work's wider implications are considered, drawing conclusions and making recommendations.
35, 38%	The product addressed the challenge in an inadequate manner. The issues involved were approached haltingly or uncritically. There was insufficient evidence of the ability to work competently with reference to professional standards and practice.	The work involved in the project is presented haltingly, using a limited range of strategies and media. The work's wider implications are referred to in very basic terms when drawing conclusions and making recommendations.
22, 25, 28, 32%	The product addressed the challenge in an inappropriate manner. The issues involved were approached with little reference to theory and practice. There was very limited evidence of the ability to work competently with reference to professional standards and practice.	The work involved in the project is presented haltingly, using a very limited range of strategies and media. The work's wider implications are not mentioned or have erroneous references when drawing conclusions and making recommendations.

Mark Steps	Product (75%)	Demonstration (25%)
2, 5, 8, 12, 15, 18%	The product did not address the challenge. The issues involved were approached with almost no reference to theory and practice. There was almost no evidence of the ability to work competently with reference to professional standards and practice.	The work involved in the project is presented incomprehensibly, using an unacceptable range of strategies and media. The work's wider implications are not mentioned or used when drawing conclusions and making recommendations.
0%	A product was not submitted.	A demonstration was not undertaken.