Progress Meetings

* One progress meeting at the start of each term
* Twenty minutes to discuss
* Perhaps:
  + Decide the next priorities
  + Review a piece of work
  + Discuss some difficult theory
  + Debug a piece of code
* Prepare for meetings
* Bring your day book

Risks:

* Software not available
* Linux could be incompatible
* May not be able to find student to test
  + AND how can you mitigate all of these risks (ie, pay them)
* May not be able to get a certain piece of code working
  + Mitigate by using someone else’s code and reference the source

Working on a Project:

* Three hundred hours for a full unit
* One hundred and fifty hours for a half unit
  + Ten hours per week in either case
* Working to a plan
* Writing up as you go
* Saving your work on your repository
* Keeping your diary up to date
* Using your supervisor meetings to best effect

Professional Issues

* We require that you complete a short section on professional issues in your final report
* Note: I chose this project because I have aspirations to work in the games industry beyond graduation…

Diary

* A day book, kept by professionals:
  + What you have done
  + Problems that need resolving
  + Notes of meetings
* An online diary system at pd.sc.rhul.ac.uk
* You can bookmark your own diary

Assessment

* Grading grids in the project booklet
* Detailed assessment by:
  + Your supervisor
  + A second marker
  + A member of the projects committee
* Three assessments
  + Made by judging a variety of deliverables:
    - Reports, Programs, Effort, Presentation, Behaviour, Planning, Technical Achievement, Professional Issues.

Plan

* Why are you doing the project?
* What have you read to help you understand the project?
* What tasks will you do (in the first term)?
* When will you start/finish the tasks?
* Why will you do each task?
* What are the risks associated with your project?

December Review

* A Ten Minute experience
  + … with other students and a member of the project committee
  + … where you present your work:
    - Your technical achievements
    - Programs you have written
    - Important theory or algorithms
* (Full Unit Only) An interim report your work will also be assessed

(This interim report can be included fully in the final report)

Final Submission

* One Final Assessment
* You will be judged on:
  + A demonstration
  + A final report
  + Your behaviour
  + Your programs or other deliverables
  + Your technical achievements
  + Your understanding of Professional Issues
* To avoid zero marks, you must have
  + Completed your diary
  + Made professional use of your repository