# Group Project Proposal

Thank you for your interest in working together with our students on a project! With this document you can submit a group project proposal for our 3rd year students.

## About group projects

Students work in groups of four to five people on a project during the first semester of their 3rd year in the DAE bachelor program. This will happen over 11 weeks in close collaboration with teachers and project stakeholders.

At the start of the semester a jury will select which group project proposals can be executed by the students from the submitted proposals. The number of approved projects is limited by the number of students in the 3rd year; for example, if we have 50 students in the 3rd year we will approve 10 projects and no more.

We generally have more projects than needed, so please be aware that it is possible that we do not select your project. An important parameter to improve the chance of being selected is the quality of this proposal.

A lot of our students come from abroad or follow the English version of our curriculum, it is therefore important that you write this proposal in English, we will use this document to communicate the project to our students.

## What can you expect from us?

DAE provides coaches and supervisors for the teams that have weekly meetings with the students and help them in their work. We facilitate them in their needs and work with them to a successful end.

The goal of this course is to end with a “vertical slice” of a product, a prototype, a concept. DAE teachers will guide students toward this goal. However, we cannot guarantee a result; students can fail this course and end with no result at all.

## What do we expect from you?

At the start of the semester, we organize an afternoon for the students and companies, where you pitch the project to the students (in English too). After the presentation students choose the top 3 projects they would like to work on. Our team then divides the students over the projects according to their preferences.

It is important to give the students a good and clear idea of what the project entails at this presentation. The better the presentation, the better and more motivated the students.

Students work on the projects for 11 weeks, in close collaboration with teachers, but also with the companies that submitted the proposal. Projects need a contact person who is available for the students during the execution (see technical contact).

Projects are executed in 3 phases: a prototype phase, a production phase and a polish phase. At the end of each phase the students need to set up a meeting with the technical contact person to discuss their progress and get feedback. More contact moments are encouraged, but not required.

At the end of the project the students defend their project during a presentation before a jury consisting of supervisors, coaches, teachers and the involved clients. We kindly request that you are present at this jury.

## Hardware

Students have a decent gaming laptop to develop of their own. If your project requires extra hardware (such as VR headsets for example), we kindly request that you provide the devices. We have some hardware of our own, but we recommend that you provide us with yours because

* The project will be developed on the correct hardware, it’s not sure that we have the same devices as you have, so they might be incompatible.
* At the end of the project, you’ll get the hardware back with the project pre-installed; if we use our own hardware, you’ll have to install the project on your device yourself, which might have issues.

The hardware is insured by the school’s insurance policy if the hardware remains in the school building and is kept locked when not used. Students always need to leave their ID with us when they borrow the hardware for the project.

## Cost

Once a project has been accepted and will be executed by our students, we ask for a small fee that covers our infrastructure costs, mentorship and transfer of IP. This cost depends on the size and form of your company/organization. Feel free to contact Alex for more info and details about this. ([alex.vandenabeele@howest.be](mailto:alex.vandenabeele@howest.be))

## Project

|  |  |
| --- | --- |
| Name of the project |  |
| Name of the company |  |

## Contacts

|  |  |
| --- | --- |
| **Product owner** | |
| Name |  |
| E-mail |  |
| Phone |  |

The technical contact is the person that the students can contact at any time via either e-mail, phone or any other communication channel if needed when they have questions about the project. This does not have to be the same person as the product owner.

|  |  |
| --- | --- |
| **Technical contact** | |
| Name |  |
| E-mail |  |
| Phone |  |

## Client

Give a short description of the company/organization, who you are and what you do. Why did we setup this project?

## Product

Describe the product – what do you want to achieve? Be as extensive as you can.

## Technical details

### Target platform

PC/Mobile/Console/VR/Other:

### Required technology

Unity/Unreal/Other:

### Required hardware

We can provide students with some hardware, but our resources are limited. If you have the target hardware available, it is advised to provide the students with yours. It has the added advantage that they will develop directly on the correct devices and no porting will be required.

VR/AR/Custom hardware/NA/Other:

### Target audience

Who are the end users of the product? What age categories do you target?

### Target context

In what context will the product be used? (fi at home, at events, at work, during training,…)

## Attachments

Please provide us with as much information as you can; design documents, demos, concepts, anything relevant.