

Your assignment:  
**Do something cool.**

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**Specifically:**

The topic of your IDMT Final Project is wide open. It may involve any media, include any combination of software or hardware. Software-only projects are fine, as are Arduino-based projects which don't involve a computer, but your project should involve at least some circuits or programming (i.e. no purely mechanical projects). The topic should be clearly separate from the previous (CruftFest) project.

You may undertake this project alone or in pairs; in the latter case the project should be larger in scale, and the contributions of each group member should be clearly explained in your final submission.

We expect your project to be innovative and creative, to be robust in implementation and to apply sound programming practices. We hope your project will push the limits of your experience and take even veteran programmers out of their comfort zone.

**Deliverables:**

1. All **source code**, **design materials** and **media files** in a single ZIP archive.
2. **Final report** (PDF) of approximately 1500-2000 words detailing the concept and process of realisation. Depending on the project, your report may include photos, screen shots, wiring diagrams, etc. Please also include a paragraph outlining the technical skills gained in this project. *Projects undertaken in pairs should include a report of roughly twice the length and scope as an individual project.*
3. **Video demo** of your project: a short video (2 minutes max) showing your project in action, suitable for sharing online. Depending on your topic, audio recordings or a blog-style writeup with images could substitute for a video. Where the final report should be targeted to the teaching staff and take a more academic focus, the media demo should be aimed at a wider community and show why your project is original and exciting.
4. **Final presentation** including a 2-minute talk plus an interactive demonstration, similar to Project 1. Depending on the project, this could involve a performance or a longer presentation (15-20 minutes) in place of the demo. The presentation is an important component of the project, and should be prepared and polished. You are responsible for securing any specialised equipment and space, though we will make every effort to help. Please contact the teaching staff well in advance if you know of any special requirements.

**Choice of Topic: Friday, 7 November 2014 (by email)**

**Presentation Day: Wednesday, 10 December 2014**

**Submissions Due: Friday, 12 December 2014**

**Marking:**

The final project counts for 50% of your module mark. Marking will be based on the following considerations:

- Scope and ambition of project (10% of project mark)
- Quality of implementation, particularly quality and legibility of code (40%)
- Final report (20%)
- Final presentation (20%)
- Creativity and style (10%)

**Important:** Any code or designs you have reused from another source *must* properly credited. Give the URL and say what you used. You are welcome to build on other sources, so long as they are properly credited and you also make a substantial contribution of your own.

**Topic Selection:**

You should confirm your intended topic by the date listed above so that the teaching staff has time to provide feedback and suggestions on its suitability and scope. We will provide you feedback on your topics by Friday 14 November.