

Project Progression Record

Level 3 _____ **Line of learning** (when taken as part of a Diploma) **N/A** _____

Centre Name **Hills Road Sixth Form College** _____

Centre Number 22155 _____

Learner name **Cheng Sun** _____

Learner Number _____

The topic chosen must allow the learner

- to be fairly assessed at the standard applicable to the Project level (level 1, 2 or 3).
- the opportunity to meet comparable demands to those made on other learners working at the same level
- to meet all of the Learning Outcomes and Assessment Objectives of the Project.

Activity	Date	Detail	Supervisor's initials	Comments
1. The date you started your project	24/12/13	I started brainstorming project ideas by the December holidays, and came up with a rough idea of what I wanted to do by the end.		
2. First thoughts about topic and working title	14/1/13	I settled on the idea of a computer graphics and physics demonstration. I started my Rationale, a document outlining why I chose this. I did not require external help when choosing a topic title.		

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3. If completing the Diploma, <ul style="list-style-type: none"> is topic relevant to Principal Learning? If yes <ul style="list-style-type: none"> Does the project complement and develop the themes and topics for learners' principal learning set out in the relevant line of learning criteria? and/or <ul style="list-style-type: none"> does it support learner progression (skills, knowledge, understanding?) 	14/1/13	N/A		
4. What is the title of the project? This could be phrased as a question, hypothesis or statement.	14/1/13	Exploring and implementing real-time computer graphics and physics		
5. What do you hope to achieve by the time you complete the project?	14/1/13	I hope to have successfully completed an engaging visual demonstration of the possibilities of computer graphics. I also hope to have greatly extended my knowledge of computer programming and graphics. I am not doing A-level Computing so this project will take me outside of the curriculum; I hope to gain programming knowledge that I am otherwise missing out on.		
6. What form will the assessment evidence for the project take? (ie design, performance, report with findings from an investigation, artefact, [dissertation – level 3 only])	14/1/13	The project will take the form of an artefact – a computer program.		

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7. Have you produced an outline plan to show your project timeline?	14/1/13	A timeline plan, including proposed deadlines for the stages of my project, was started.		
8. What will you need to achieve your project? eg tools, equipment, techniques and technologies	14/1/13	I will need a Linux development computer with a GPU in order to display the 3D scene. I will need compilers for the C++ language; the "git" version control system to keep track of my code over time; access to the library and the internet for resources.		
9. Will you or have you used a range of sources for your information?	14/1/13	Yes, I will use websites, blogs, books, academic publications, videos and slides from lectures and presentations at conferences		
10. Is the information selected suitable and sufficient to fit the question/task/brief?	14/1/13 23/9/13	Yes, much of the information I need can be found online I have found a lot of information on the internet, however some of it has been misleading and not every single aspect of my project could be covered by online resources. For those I have had to look in books and academic publications, which were much more difficult to digest but ended up being the most relevant and useful sources once I had digested them.		
11. Have you identified any links with other areas of study or areas of interest which relate to your project?	14/1/13	Yes – the task relates to my interest in programming and computer science, but also has huge overlap mathematics and physics. Some of the mathematics concepts that I am learning about in the classroom will come in useful (like vectors).		

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12. What skills need to be applied to use the information you have collected?	14/1/13	I need to learn to read academic papers, which at first glance can seem rather impenetrable. Furthermore, after understanding the knowledge I need to use my programming skills in order to implement the techniques in my program.		
13. Did you apply the tools, equipment, techniques and technologies to use the information that has been collected to complete your project?	28/4/13	Yes, I am constantly recompiling and running my program in order to assess the results of my changes. My code has been uploaded to GitHub, where it can be backed up and accessed from anywhere.		
14. What outcomes/objectives have you achieved so far (mid-term review)?	30/6/13	I have finished the code for the simulation of waves. This has been demonstrated to work on a 2D plane. Additionally I have completed work on a ragdoll physics engine, based on Verlet integration, which works very well. See my June review document.		
15. Evaluation of own learning and performance so far (mid-term review).	30/6/13	There is still work to be done with regard to rendering the waves convincingly in 3D. I have been effectively implementing several different techniques which I have acquired from various sources. However, my time management skills have not been perfect; there have been long unplanned gaps, and some things that I had planned to be finished earlier still have not seen any progress.		

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16. What have you changed after reviewing your work?	30/6/13	I have decided to redraft my Timeline for the rest of the time I have for my project, in order to increase the detail. I have dropped some ideas that I have previously had, in order to focus on my main objective of simulating and rendering realistic fluid.		
17. Final phase - Do you feel that you have achieved all of the outcomes/objectives of your project?	9/10/13	Yes, all of my objectives have been achieved. My project has allowed me to gain an understanding and working knowledge of modern computer graphics and physics, and I have put my mathematical skills into use, whilst extending much further than the curriculum could take me. I have become familiar with modern techniques in programming, and the final outcome is appealing and visual, according to my friends.		
18. Presentation of Portfolio <ul style="list-style-type: none"> written section (compulsory, even if the outcome is a performance or artefact) other evidence can be DVD, photographs, slides, CD, artefact, digital technologies etc 				
19. Describe how you have presented your project to an audience				
20. Have you evaluated your project, taking into account any feedback from your audience?				

Activity	Date	Detail	Supervisor's initials	Comments
21. Date of project submission to teacher	10/10/13	Submitted project without presentation		

Notes

This form should be used to record the progress of each learner and may also assist in forming a basis and justification for the mark awarded under each assessment criterion (for example, by indicating the level of support needed by the learner).

At Level 3 it is not intended that the supervisor gives any written feedback to the learner in the comments section. Verbal feedback may be given by the supervisor; this should not be recorded on this form. Learners may use the comments section for taking notes.

A copy of this form must accompany each learner's work when it is submitted for Moderation.