Assessment Submission Coversheet

# Virtual and Extended Realities

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| --- | --- |
| **Student Name:** | Please enter your name. |
| **Student Number:** | Please enter your student number. |
| **Student Email** | s######@students.aie.edu.au |
| **Course Stream:** | 10702NAT – Advanced Diploma of Professional Game Development:  Design  Programming |
| **Assessment Name:** | Virtual and Extended Realities |
| **Units Covered:** | **DESIGN & PROGRAMMING**: PGDEXR6004–Identify, evaluate and apply digital extended reality technologies |
| **Teacher/s:** | Please list all teachers. |
| **Due Date:** | As defined by your teacher/s. |
| **Date of Submission:** | *Will be automatically recorded on Canvas* |
| **Assessment Work Location** | Canvas/Drive location/file path |

**Personal contribution**

In a few short sentences or dot points, please describe your contributions to the group assessment item.

**Declaration**

By submitting this work under my name, I declare that my submission is my own work with respect to plagiarism and does not violate any copyright laws. I have retained a copy of this assessment material that I can produce if requested.

Tick to acknowledge you have read and agree with this declaration.

Name: Please enter you name.

# Work Submitted (Design or Programming learner)

*Tick to acknowledge you have submitted this part of the assessment.*

1. Analysis of Extended Realities:

***YourName*\_XR\_ResearchReport.pdf**

1. Designing for Extended Realities:

***GroupName*\_XR\_ProductionPlan.pdf**

***GroupName*\_XR\_ProductionResources.xlsx**

1. Prototyping for Extended Realities:

***GroupName*\_SourceFiles.zip**

1. Deliver a Playable Game Build:

***GroupName\_ApplicationName*.apk**

*For more information on these parts for Programmers, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/813/files/544453?wrap=1) *link in the course* ***Game Programming Year 2*** *under the subject* ***Virtual and Extended Realities*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2022 Subject & Assessment Guide – Virtual and Extended Realities.***

*For more information on these parts for Designers, please click on the* [***Subject and Assessment Guide***](https://aie.instructure.com/courses/818/files/542518?wrap=1) *link in the course* ***Game Design Year 2*** *under the subject* ***Virtual and Extended Realities*** *on* [*https://aie.instructure.com*](https://aie.instructure.com) *and read the* ***2022 Subject & Assessment Guide – Virtual and Extended Realities.***