<GIVE YOUR REPORT A TITLE – e.g., the name of your experience>

Report for Mixed Reality Coursework 1

*[maximum of 2000 words text –* ***not*** *including annotations on figures and any references]*

# Research

Worth 30% of this coursework (15% of the overall module assessment).

Assessed on quality of the background research into your setting.

Give evidence of how you researched the setting and how the knowledge gained influenced your design.

* What did you do to research the setting?
* What did you learn that was important to your design?

You could include a few images to show key features of the setting.

**Figure X.** Images from your research

# Ideation

Worth 30% of this coursework (15% of the overall module assessment).

Assessed on quality of the design concept and evidence of use of ideation cards, including novelty, creativity and appropriateness of the design alongside an explanation of the ideation process using the mixed reality game ideation cards.

* Give the name of your game and write a short summary description of the concept.
* Explain how you used the cards to come up with and develop your idea. Comment on how particular cards shaped your thinking.
* It is strongly recommended that you include a **concept sketch** – a diagram that summarises your idea and includes images of the cards you used along with annotations to how they shaped your design.

**Figure X.** Concept sketch

# Storyboard

Worth 40% of this coursework (20% of the overall module assessment).

Assessed on quality of the storyboard.

* Storyboard your design by writing down an annotated photo story, a series of sketches, photos or other images presented in a comic-book style that conveys the user experience and is annotated with key design decisions.
* Use annotations to explain key features of your design in more detail.
* See the examples from the coursework briefing for inspiration as to format.

**Figure X.** Storyboard