INDE611/612 Final Year Project

Description and Guidelines

Introduction

Welcome to the Internet Design BA/BSc Final Year Project.

This is where everything you have learned over the last 2 or 3 years comes together and give you the chance to make a final work in this course that is highly sophisticated and innovative.

What you are asked to do is present to your supervisors a system/project/installation that can take the form of a web application, an IoT project, an interactive art installation, a mobile app, a performance using digital technology, a game, or any combination between them.

By now you should have a good idea of the kinds of work you like to do and media you like to use. In collaboration with your supervisor(s), you'll design, develop and create a high-standard project in your chosen area. Aim for something you'd be proud to put on your showreel, and don't forget, skills such as creativity, project planning, problem solving and effective research are just as important in producing a high-quality result as coding and soldering.

The INDE Final Year Project is student-led, negotiated through close liaison with an allocated supervisor, and developed from a student's particular interest. The project comprises of a significant internet design production that should be innovative and experimental in its approach and placed within a critical context.

The project is worth 60 credits and runs over several months, and for this reason you will be marked accordingly - half finished work, vapour-ware or 'last minute' projects are not appropriate for this submission and will most likely fail.

Module Brief

Your brief is to create a significant internet design production that should be innovative and experimental in its approach and placed within a critical context. The chosen project should address one of the three Award themes:

- Information Design
- Interaction Design
- Game Design

Students will select their own topics (subject to approval) to enable them to develop greater expertise and gain practical experience in areas of particular interest to them. Approved topics

will have a design and problem-solving content, with an emphasis on the use of clear analytical techniques, creative and experimental approaches, good design methodology and thorough critical evaluation.

The project will be assessed against these criteria:

- **Research and Investigation**:
  The ability to employ an appropriate research method(s) to investigate, locate, select, evaluate and utilise data and source material as part of an effective research process.
- **Critical Context**:
  Understanding of the historical, critical and theoretical frameworks relevant to the work in particular or the practice as a whole. The ability to locate work within a broader cultural context.
- **Innovation and Creativity**:
  Innovation and creativity through practice by the dynamic integration of existing forms, the generation of new forms, or the radical appropriation and utilisation of components or the critical re-evaluation and appropriation of concepts. The demonstration of an experimental approach, risk taking, the speculative use of rational and intuitive thought.
- **Practical Competence and Realisation**:
  The ability to realise a project, through the demonstration of an understanding of aims, audience, and context. Responsiveness and effectiveness in the deployment, utilisation and manipulation of appropriate skills, technologies and processes to fit the available resources. The ability to manage the process by which the product of the module is realised. The ability to successfully and appropriately integrate critical context and practical competence into a coherent and legible whole.
- **Analysis and Critical Evaluation**:
  Demonstrating an ability for problem analysis, to understand, articulate and interpret the nature of the assignment, its context within the Programme and its broader context. To evaluate work through formative and summative critique. To learn from mistakes and problems and effectively utilise knowledge gained.

How the Module Works

You will be assigned a supervisor, and your project will progress through one-on-one tutorials with them.

The allocation for supervison is 1/2hr every 2 weeks so you need to drive the project yourself and make sure you get everything out of your meetings with your supervisor that you can.

Here's a suggested itinerary:

- Discuss your progress

- List and ask advice about any problems. These may not just be practical (e.g. problems with code) but can also be to do with the concept of the project or how it fits with your dissertation theme. Later in the project you may wish to discuss presentation and/or user testing of your work.
- Discuss what you are going to have completed before the next meeting and make a plan to get to that point.

There will be a mini presentation session halfway through the module (20th March) to allow you share ideas and get feedback from other supervisors and your classmates.

At the end of the module you will be expected to submit your project materials on a memory stick to the faculty office, and you will have a 30-min slot to present your work to your supervisor(s).

Resources

Although the projects are by definition unique and will require different resources, here is a non-exhaustive list of options:

- University Library: research other projects and artists working in your area. Find an example and go shelf-browsing for other inspiring material, and use the e-library to read papers from journals such as Leonardo. You may also wish to look up user-testing strategies and material that might be related to your work from other disciplines, e.g. sociology or psychology.
- DAT library covers specifics on fablab tech and physical computing techniques. Ask Stewart.
- Fablab. 3D printing, CNC, soldering, sewing machine, oscilloscope, VR kit, projectors, drones, cameras etc. Ask Stewart and Luke.
- Arts workshop. For larger work, or working in wood or plastic. Brunel W003, ask for Richard Wood.
- Metalwork workshop. For metalwork. Corner of Brunel opposite Drake's cafe. Ask for Malcolm.
- Technicians. Stewart and Luke have a wealth of knowledge; make use of it.
- Supervisors. We are here to offer constructive guidance and feedback on your ideas but we can't make the projects for you!
- Specialists in other areas. You'll often find that other academics from within the uni or other institutions will help ... once. They don't have time to get into a long discussion so if you mail them, be brief and to the point and make sure you ask anything you need to know. This might be questions on one of their papers, results of an experiment or simply their opinion on a subject your are researching.

- If all else fails, the internet ;) ... use your google skills to search for answers to problems you are having with tech. Chances are someone has had the same problem and the answer will be on some forum somewhere.

Interim Presentations - 20th March 2018

On 20th of March we'll hold an interim presentation (with critique and Q&A), at which you can present your ideas and work so far and get feedback from other supervisors and students.

This is NOT marked, it is simply for your benefit. You'll get 10-15 minutes to use in whichever way you wish; present your work for comment, try out parts of your presentation, try and sign up a few classmates to take your user testing exercise.

All that is asked from you is to attend for as much of the day as possible, rather than present, get your feedback, and then disappear. It will be very constructive to see other works, methodologies, or technologies from other students and to see what's the overall feedback from the supervisors and your colleagues.

Final Submission of Project - 31/05/2018

The final submission is in two parts:

1) Your project's final content (project video, code, and any supporting material such as test results or development documentation) should be handed in on a memory stick (or equivalent) over the counter in **RLB109 by 3pm on Thursday May 31st 2018.**
2) You will give a presentation of your work to your project supervisors during the beginning of the week beginning 28th May (schedule to follow). 30mins to use as you wish; suggested 10min presentation covering context, development and results, 10min demonstration, and 10min questions. You will be notified well in advance about the time / date of your presentations.

NB. You must demonstrate your actual project. A presentation without a demonstration of the project will not pass. Likewise, vapourware, 'it would do this' and 'I ran out of time' will not score highly. This is a 4 month project and will be marked accordingly, so start early and make yourself a project to be proud of.

FAQs

Q: What is the difference between the BA and BSc?
A: Essentially this is to do with the way your project is assessed. If you are on BSc the technical aspect is given more consideration, and if you are on BA the artistic and cultural element is prioritised. Of course, almost all DAT/DMD/INDE projects have an element of both - if your

project is purely technical you should probably be doing computer science, and if it has no technology at all you should probably be on fine art! So practically, don't worry about it too much - just emphasize the technological part if you are on BSc and talk more about the art and context if you are on BA.

Q: How are the projects marked?
A: Rigorously. Each project presentation is assessed by both your project supervisors. They discuss the work and arrive at a mark. Those marks are then presented at a meeting involving all the supervisors where each one gets the chance to explain and if necessary defend the marks; every project is scrutinised further to ensure that the marks are fair and consistent. This is why we need your project materials.