LZSCC.200 – Computer Science Group Project[*]
Module Introduction

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[*]Content based on Gerald Kotonya and Fabio Papacchini's slides

▶ Marco Caminati – Lectures and Workshops

▶ David Reichelt – Workshops

How to contact us:

▶ preferred way is via email:
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▶ add "LZSCC200" to your emails' subject!

▶ catch us at the end of lectures/during workshops

You are always welcome to ask your questions during lectures and workshops

What is Covered and Learning Outcomes

Main aim: learn to work in groups via implementing a 2D game in Java

At the end of the modules you should

▶ have developed stronger interpersonal skills and a better understanding of cooperative work

▶ have the knowledge and skills to be able to
  ▶ analyse a problem
  ▶ think about ideas
  ▶ prototype them
  ▶ design and implement a working program

▶ have developed new skills for coping with and managing parallel implementation tasks

▶ be able to produce documents to describe the design of a system

▶ communicate this description effectively to diverse audiences

Module Structure

This is a two-term module with

- ▶ 1 hour of lecture
- ▶ 2 hours of workshop

See Moodle for details on the weeks ↔ lectures correspondence. What to do on the weeks not allocated on Moodle is partly up to you.

- ▶ First workshops: some guided activities and modification of an existing game;
- ▶ Later workshops: most of the time spent with your team working on your project.

NOTE: It is not enough to work only during workshops! Remember this is a 20-credit module.

We will be monitoring individual contributions to ensure fairness.

Main Project

- Your group will have to brainstorm, design, implement, test, and evaluate a game.
- 2D arcade-style game
- Fun rather than boring please
- Suitable for 12 year old players
- Must be written in Java
- Limited to Java SDK & the LibGDX external library (no Unity, Unreal, . . .)
- No copyrighted material!

Assessment

This module is **100%** coursework

There are six deliverables.

Deliverable	Weight	Deadline
D0: Existing game modifications presentation	0%	Workshop on Week 12
D1: Design report	30%	End of Week 15
D2: Self-reflective report & peer evaluation I	10%	End of Week 19
D3: Project code submission	0%	End of Week 23
D4: Team presentation & demo	50% (25% + 25%)	End of Week 24
D5: Self-reflective report & peer evaluation II	10%	End of Week 24

You will be provided with feedback for each of your deliverable.

Some learning outcomes

- work together in teams in order to tackle technical problems in a (group) project context
- skills for coping with and managing parallel implementation tasks
- interpersonal skills and a better understanding of cooperative work;
- group work techniques in different situations

The project

- The project outcome is a proxy to assess the above, not itself the subject of the assessment.
- Transferrable skills such as groupwork capabilities are the real ultimate goals we want.
- We need to provide these skills (bcs accreditation, etc...).

Approaches to fairness

The skills we are interested in for LZSCC.200 are less tangible than in other modules, and harder to assess directly. The final result could be good despite some members contributing little, or bad despite some members trying hard to carry on with the project.

To address these problems, we have individual adjustments on the overall mark, based on:

- your individual submissions (D2, D5);
- the token-based evaluations;
- your attendance to lectures and group work sessions;
- the feedback we get from our weekly stand-up chats;
- combining the information from above.

The role of adjustments

- They are there to increase fairness;
- However, large adjustments in general indicate problems in the group workflow;
- So big adjustments are a problem for everyone:
  - you have learnt less,
  - likely unequal workload share;
  - and we in general do not like to have to arbitrate among different members!

Technical skills are great, but you need to boost them with teamplay and communication skills to shine in this module!

Plagiarism

A possible definition of plagiarism (from the University Plagiarism Framework)

Plagiarism

Plagiarism involves the unacknowledged use of someone else's work and passing it off as if it were one's own.

- ▶ The university has a zero tolerance policy on plagiarism!
- ▶ You need to be aware of what constitutes plagiarism (e.g., take part in the "What is Plagiarism?" tutorial)
- ▶ If you are unsure, just ask whether something is permitted or not

Exceptional Circumstances and Deadline Extensions

Exceptional Circumstances

Unanticipated events that have had a significant impact on your ability to complete your assessments.

If you are unable to submit due to exceptional circumstances, then it is **up to you** to

- ▶ fill and **submit the exceptional circumstances form (and required evidence)** to the Student Services
- ▶ this needs to be done **after the official deadline, but within three days**
- ▶ more information (including the form) can be found on the Moodle page.

Due to the nature of group projects

- ▶ you are not normally given a deadline extension
- ▶ it is more likely that the expected level of submitted work would change rather than the deadline
- ▶ check the course Moodle page

Late Submissions

You are allowed to submit **up to three days late** of official submission deadlines.
Rather **heavy penalties are applied** to late submissions.

Percentage-based Table

Original Mark	Mark after penalty
87-100%	68%
74-86%	65%
70-73%	62%
50-69%	-10%
40-49%	31%
31-39%	18%
18-30%	9%
0-17%	0%

More information can be found on at the usual place (i.e., Moodle page)

What We Expect From You

▶ academic integrity (no cheating, plagiarism, . . .)

▶ know how to program in Java (i.e., you have all passed LZSCC.111)

▶ effort
   ▶ active learning – try things out!
   ▶ do not rely only on lecture notes – read books (check the reading list on Moodle), look for answers online
   ▶ plan your time wisely