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| **Course Assessment Template: Demonstration and self-evaluation of learning outcomes** | |
| **Instructions to students:**   * Describe in this form how you are planning to demonstrate you have reached the learning outcomes of a course in an acceptable level * Append to this form all deliverables, plans, reports, etc you have individually created or contributed to produce during your participation in the project/job, and that can be used to demonstrate your learning outcomes * Using the provided evaluation criteria, evaluate and justify how well (grade) you have reached the learning outcomes of the course | |
| Student Name and number | Nghi Le Vinh, 1201018 |
| Course code, name and credits | A0164, Applied Innovative ICT Service Systems, 10.00 |
| Learning outcomes of course | • facilitate the alignment of ICT service systems with business objectives by applying skills in business awareness, design and consultancy  • assist in the creation of an effective project plan in the field of ICT  • use tools and techniques of project management to conduct a project in the field of ICT  • analyze, design, develop, implement, and evaluate an ICT system, process, component, or program to meet desired needs  • collaborate in an international value network as learners and developers |
| Workplace or project where learning outcomes have been achieved | Projects:  Lenni Game development  BarLaurea android app  Personal android app (name updated later) |
| Job positions, roles, responsibilities, goals where learning outcomes have been achieved | Game Artist, Designer  Mobile Applications Developer  Web apps developer  - Participate firstly as game designer for Adventures of Lenni game project: be able to create 3D game objects, characters, scenes and levels via Maya and other tools such as Photoshop. Jobs included conceptualizing and designing.  - Taking game programming courses via amk.fi:Artificial Intelligence in Games  - Android course (Neo Lab)  - Participate in PROMAND in Poland  - Develop mobile apps with cloud services |
| Knowledge base and theoretical foundation: Body of knowledge to be acquired during the completion of this course (this is to be agreed with the guiding teacher in the beginning of the process) | **Knowledge required:**  **C#, Windows Phone**  **Objective C, iOS**  **Java, Android**  + Listview and adapter in Android  **Testing**  **Front and Back End Knowledge**  + AngularJS  **Web Services**  + Nobackend solution: firebase  **Design Patterns**  + MVC Pattern  **Unity3d, Maya, Photoshop**  + Maya Essentials 1: Interface and Organization  + Maya Essentials 2 Polygonal Modeling Techniques  + Maya Essentials 3: NURBS Modeling Techniques  + Maya Essentials 4 Creating Textures and Materials  + Maya Essentials 5 Animation Tools  + Foundations of Drawing  + Foundations of Layout and Composition |
| Knowledge base and theoretical foundation: literature sources used by the student to support his work | -Reading ebooks regarding relevant topics:  + Headfirst Java  + Head first Design Pattern  + [C# and Java: Comparing Programming Languages](http://msdn.microsoft.com/en-us/library/ms836794.aspx)  +etc |
| Proof of learning: Evidences produced during the work/project (individually or collaboratively). Ex: real-life work event, plans, artifacts, software code, products, reports, etc, that demonstrate you have reached the learning outcomes (attach or provide links).  Indicate whether evidences have been produced individually or collaboratively (with whom) |  |
| If agreed with your guiding teacher: other evidences produced at your school. Ex: reports, essays, exams, interviews, etc… |  |
| Student’s self-evaluation:  Evaluate how well you have reached the learning outcomes against the provided evaluation criteria. Clarify, justify and provide examples. If you have feedback from your manager or customer, append it here. |  |
| Guiding teacher evaluation:  Given grade and reasoning considering the provided evaluation criteria and student’s demonstrated learning outcomes |  |