|  |  |
| --- | --- |
| **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 | **Games Projects:**  The adventure of Lenni  Spacship shooting game  The Great Escape  Lake Volleyball  **Android Apps Projects:**  BarLaurea android app  Smart mobile expense manager  Pedometer android app  **Windows Phone Apps Projects:**  (updated later) |
| Job positions, roles, responsibilities, goals where learning outcomes have been achieved | **Role 1:** Game Artist, Visual Designer  **Responsibility:** conceptualize, design game objects, characters, scenes, levels  **Goals:** reach intermediate level of 3d graphic design  **Role 2:** Mobile Applications Developer  **Responsibility:** develop mobile apps with cloud services  **Goals:** Be able to understand and implement cloud services into mobile apps |
| 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) | **- 3D & 2D graphic design**  + Maya  + Illustrator  + Photoshop  **- Game programming**  + Unity3D  + HTML5  + UnityScript  **- Android**  + Java  + Eclipse ADT  + Android Studio  **- Windows Phone**  + C#  + Visual Studio  (More details can be found below) |
| Knowledge base and theoretical foundation: literature sources used by the student to support his work | **- 3D & 2D graphic design**   |  |  | | --- | --- | | **Course** | **Source** | | Maya Essentials 1: Interface and Organization | http://bit.ly/1kO2FoV | | Maya Essentials 2 Polygonal Modeling Techniques | http://bit.ly/1l0uaNL | | Maya Essentials 3: NURBS Modeling Techniques | http://bit.ly/1hz5GHn | | Maya Essentials 4 Creating Textures and Materials | http://bit.ly/1hz5AQ0 | | Maya Essentials 5 Animation Tools | http://bit.ly/1iZJFXE | | Foundations of Drawing | http://bit.ly/1soEzWw | | Foundations of Layout and Composition | http://bit.ly/1mEaGxZ | | Interactive 3D Graphics | http://bit.ly/1hwxi0q | | Introduce to Illustrator | http://bit.ly/1qfXTI2 | | Introduction to Maya 2014 | http://bit.ly/1jgmw2m | | Introduction to Modeling in Maya 2014 | http://bit.ly/1fQuZcP | | Creating Textures and Shaders in Maya | http://bit.ly/1itfZMJ |   **- Game programming**   |  |  | | --- | --- | | **Course** | **Source** | | Introduction to C# in Unity 3.5 | http://bit.ly/1mDMbVW | | Artificial Intelligence in Games | amk.fi |   **- Android**   |  |  | | --- | --- | | **Course** | **Source** | | Headfirst Java | http://bit.ly/1jCeeBB | | C# and Java: Comparing Programming Languages | http://bit.ly/SBs2mt | | Android tutorial for beginners | <http://bit.ly/RsOFZ7> | | Building Note Taking App for Android | http://bit.ly/1ji9MZh |   **- Windows Phone**   |  |  | | --- | --- | | **Course** | **Source** | | C# Fundamentals | http://bit.ly/1ipyrvf | | Windows Phone SDK Essential Training | http://bit.ly/1s4WgZp | |
| 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) | **- 3D & 2D graphic design**   |  |  | | --- | --- | | **Course** | **Time** | | Maya Essentials 1: Interface and Organization | 3:03:58 | | Maya Essentials 2 Polygonal Modeling Techniques | 8:10:45 | | Maya Essentials 3: NURBS Modeling Techniques | 5:14:00 | | Maya Essentials 4 Creating Textures and Materials | 5:27:50 | | Maya Essentials 5 Animation Tools | 3:52:40 | | Foundations of Drawing | 5:58:27 | | Foundations of Layout and Composition | 3:55:13 | | Interactive 3D Graphics |  | | Introduce to Illustrator |  | | Introduction to Maya 2014 |  | | Introduction to Modeling in Maya 2014 |  | | Creating Textures and Shaders in Maya |  |  |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | Lenni modelling | 10:39:39 |  | | Spaceship modelling |  |  |   **- Game programming**   |  |  | | --- | --- | | **Course** | **Time** | | Introduction to C# in Unity 3.5 |  | | Artificial Intelligence in Games |  |  |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | Lenni modelling |  |  | | Spaceship modelling |  |  |   **- Android**   |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | BarLaurea app |  | http://bit.ly/1iZRsVA | | Smart Mobile Expense Manager |  | http://bit.ly/1iugPc8 | | Pedometer tracking app |  | http://bit.ly/QhcAK8 | | Note taking app |  | <http://bit.ly/1iZR5dE> | | Sheep counting app |  | http://bit.ly/1nqOOYq |   **- Windows Phone**   |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | Not implement |  |  | |
| If agreed with your guiding teacher: other evidences produced at your school. Ex: reports, essays, exams, interviews, etc… | **- 3D & 2D graphic design**  **- Game programming**  **- Android**  **- Windows Phone** |
| 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 |  |