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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 | **Games Projects:**  • The adventure of Lenni  • Spaceship shooting game  • The Great Escape  • Lake Volleyball  **Android Apps Projects:**  • Real time menu app  • Bar Laurea android app version 2  • Pedometer android app  **Windows Phone and Hybrid Apps Projects:**  • Beer app  • Laurea room finder |
| 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 pre-intermediate level of 3d graphic design  **Role 2:** Mobile Applications Developer  **Responsibility:** develop native mobile apps and hybrid apps  **Goals:** reach intermediate level of mobile development |
| 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  • Cordova  (More details about courses 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 | | Introducing 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 | |
| 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) | **Evidences provided below have been produced individually.**  **Process statistics: over 2 months and 338:50:08, namely:**  • **Recorded time: over 338:50:08**  • **Estimate Unrecorded time: 2 months**  **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 (Certificate of completion can be found here: http://bit.ly/1vi2mfI) | 23:11:37 | | Introducing Illustrator | 10:19:35 | | Introduction to Maya 2014 | 0:09:01 | | Introduction to Modeling in Maya 2014 | 19:16:37 | | Creating Textures and Shaders in Maya | 10:02:43 | | Quick Start to Modeling in Maya Volume 1 | 4:35:43 |  |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | Lenni modelling (The adventure of Lenni) | 10:39:39 | https://skfb.ly/AOJu | | Spaceship modelling (Spaceship shooting game) | 9:42:54 | https://skfb.ly/AOMP |   (Notice that the web version of the model are not as good as its standard quality in game)  **Game programming**   |  |  |  | | --- | --- | --- | | **Course** | **Time** | **Link** | | Introduction to C# in Unity 3.5 | 0:46:18 | http://bit.ly/1mDMbVW | | Artificial Intelligence in Games | **2 months** | Amk.fi | | The Great Escape | 36:27:00 | http://bit.ly/1soqZSC | | Lake Volleyball | 20:10:12 | http://bit.ly/1usGDO4 |   **Android**   |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | Real time menu app | 14:48:06 | http://bit.ly/1iZRsVA | | BarLaurea android app version 2 | 32:36:17 | http://bit.ly/V5WGop | | Pedometer tracking app | 8:12:51 | http://bit.ly/QhcAK8 | | Note taking app | 5:41:01 | <http://bit.ly/1iZR5dE> |   **Windows Phone and Hybrid Apps Projects:**   |  |  |  | | --- | --- | --- | | **Projects** | **Time** | **Link** | | Beer app | 29:20:56 | <http://bit.ly/1soqEiM> | | Laurea room finder | **> 62:37:13** | <http://bit.ly/1kNp1MN> | | Sheep counting app | 4:29:32 | http://bit.ly/1nqOOYq | |
| 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. | **How well I have reached the learning outcomes**  I give me a **5** based on following criteria:  **1/ Knowledge base evaluation:**  I've mastered the theoretical background, concepts, principles and methodologies related to the study unit of Applied Innovative ICT Service Systems through learning about 3D & 2D graphic design, Game programming, Android, Windows Phone and Hybrid application development. For that together with my friends, I have been contributed in many projects. And as a self-motivated person, I also self-assign projects and work on them individually.  I also learnt a great deal of knowledge about Project management during the development process. I learn how to manage my time, plan and version control.   * Often times, when I got stuck at something, I try to find the solutions on my own and then on the internet. Resources that I found useful the most were from video tutorials, Stack Overflows as well as other tutorial articles. I have bookmark and collect a lot of them on the way.   **2/ Practical Skills:**  I've applied my knowledge in graphic design in various game development projects. My works include:  • Created 2D concepts  • Modeled 3D character  • Applied texture and basic animation  • Used workflow : Photoshop, Maya, Unity3D  I've applied my knowledge in mobile application in various mobile app development projects. My works include:  • Creating data centric apps using shared preferences, SQLite, and other database packages  • Working with JSON and XML files in internal and external data storage  • Integrate Android apps with REST services and cloud-based storages  • Implementing application security, authentication mechanism  • Experience in implementing modules for Camera, OCR (Optical character recognition), Barcode Scanner, Pattern Lock …  • Testing and building the application GUI layouts  • Building hybrid and native mobile app using Cordova/PhoneGap and Java, Android using SQLite and other 3rd party libraries  • Building HTML5 games  For managing the project development process, I use git, Github, Trello, OneNotes, Sticky Notes, Google Calendar, Excel …. All are digital software that I used for reminding, planning, and version controlling. I applied Agile methodologies in a flexible way that can be applied for an individual like me. Namely I don’t implement system like burn down chart or bug reports but I do treat each week as a sprint and do retrospection every week to figure out what to plan the next.  **3/ Generic competences:**  Together with other developers and designers including Tommi Kujanen, Kenneth Forsman, Riki Länsilahti, and Mesfin Tegegne, we have form a learning network and built an interesting 3D web game supported by all browsers developed by using Unity3D. I’m also familiar with being working in Agile team using Github for version control and other collaboration tools.  Apart from all of that, I also give me a **5** because I deserve for all my hard work and efforts working days and nights during the past few months to learn, to work, to contribute, and for being a responsible employee, a productive developer and a self-motivate designer, voluntarily.  I expect all my works, even small or big, will contribute something valuable to the community and society. I am grateful of people that give me helps as well as commit myself to learn more in the field and contribute more for the development of developer community in the future.  **Examples**  All the project links can be found above in the Proof of learning section.  **Feedback from my manager, and co-workers**  *“I have had the distinct pleasure of working with Nghi as a manager and partner with him in his role as an Mobile Applications Developer at Virgo Entertainment. Nghi is a quick learner, very organized and detail oriented problem solver and he has programming skills nothing short of outstanding. I would not hesitate one second to recommend him in any application development project.”*  **Kenneth Forsman**  Software solutions specialist, CEO of Virgo Entertainment Oy  Source: fi.linkedin.com/in/levinhnghi |
| Guiding teacher evaluation:  Given grade and reasoning considering the provided evaluation criteria and student’s demonstrated learning outcomes |  |