

Computer Graphics exam rules

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As introduced during the course, the Computer Graphics exam will be composed by a set of assignments and a project which will be discussed at the exam. In this document, you will see a set of rules and guidelines that will describe how the evaluation will be carried out.

1. Deadlines

- There are no deadlines for completing the project or the assignment: however, all the process must be completed before the last call in early 2024.
- Students can work on the project and on the assignments whenever they think it is more convenient, but presentations will be scheduled only in dates nearby the ones officially proposed for the exam by the on-line service system.
- In the first calls, a Doodle based system will be set up, and a link will be sent to all the registered students in a time very close to the official exam date, and after exam registrations are closed. Using this poll system, students will be able to choose among a set of fixed dates. In the last calls, the Doodle system will be set up only if the number of registered students will be larger than what can be accommodated in a single exam date. In special cases, extra dates might be arranged to help students with special needs: however the mark will only be registered in the first official exam date afterward, and no certificate proving that the exam was actually passed could be emitted before that time.

2. Exam break-down and evaluation: assignments

- This year we will experiment **off-line evaluation of the assignments**: students will have to submit their assignments on a section of the *WeBeep* page of the course. Exact details on how assignments should be packed and submitted will be given after the last exercise has been given, near the last lessons of the course.
- Each student will have to basically to do all of the assignments given during the course (see the note below).
- The assignments will determine a maximum total of 11 points in the final evaluation.
- If considered necessary, students will be invited to discuss their assignments to better define their position and allow a fair evaluation. If the off-line evaluation will not emphasize any specific problem, students will not be called to discuss their work, and a marking will be proposed.

3. Exam break-down and evaluation: projects

- Projects will be discussed by all the members of the team in the same session: **every group component must be present for the project presentation!** Please keep this in mind!
- The project will determine a maximum total of 21 points in the final evaluation.
- Unless very special circumstances that will suggest that the effort in the project wasn't identical for all the team members, all the students involved will receive the same evaluation. In such very special circumstances, students who seems to have had only a marginal cooperation in developing the project will be penalized by reducing their score accordingly to the severity of the problem.
- Each student will be required to know exactly and in great detail how the code presented works, no matter how much time has passed from since it was

completed. Answers like “We did it a long time ago, and I do not remember” will be considered as “sorry, I didn’t make that part of the project, and I didn’t really understand it”, resulting in an evaluation of zero points for the corresponding question.

4. Presentation and exam registration

- Students must first register to the exam using the on-line services registration page.
- Please remember that the exam day and room shown in the system will correspond to only one of the possible days in which the project presentation will take place: be aware of this when buying tickets or planning trips in the days close to the exam date, that your discussion might occur later than expected.
- As anticipated, a doodle defining the extra days and rooms for the discussions will be sent to all the students registered for one session. Each group will then use the doodle to select one of the available days for the discussion. Presentations slots will be filled in a first-come-first-served fashion by the doodle system. If your preferred day is already filled when you access the doodle system, you will have to select another option from the available ones.

5. Final evaluation, score rejection and exam retrial

- The final mark will be the sum of the scores in the two parts, with the laude given in special circumstance, and it will be communicated at the end of all the presentations in the session, (i.e. always later with respect to the discussion).
- Students will be allowed to post the solution to the assignments later than the project presentation. In this case the markings will be disclosed only when both parts will be completed: i.e. at the end of the first session to which they registered, after both the project has been presented, and the assignments have been evaluated off-line.
- If clear evidences of the projects not being done directly by the students will be present, students will have to do a new one to pass the exam.
- Students can reject the evaluation and retry the exam: however, only one try will be allowed per session (i.e. one in June or July, one in September, one in January or February).
- Students who retry the exam, will have to improve their project and / or their assignments depending on the specific case: the exact extra work to increase the score will be personally discussed with the students not accepting the marking, or being invited to do a new project. Each member of a group might independently decide to reject or accept the marking. The ones who accept the marking, will be considered “removed” from the group, so the others will have to improve the previous work themselves.

6. Extra notes on assignments

Due to the large number of assignments, missing a few of them will have a minor impact on the evaluation, and will not prevent students who made a good project and had no problems with the other assignments to reach 30. Mathematically, a student could reach a positive marking, up to 21, even without posting the solution to any assignments. Please remember that the purpose of the assignments is to pose you some questions and challenges to learn the theoretical parts of the course. The idea is that the mistakes, which you make during your assignments, will help you in really understanding the corresponding

topic. There is no gain in submitting the assignment done by other people: an automatic procedure to identify such behavior will be put in place to discourage such behaviors. These counter-measures will be devised not to affect students who have identical code since they studied together: so, do not worry if this is your case.