HONOURS PROJECT

LEARNING CONTRACT

**NAME**

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**STUDENT NUMBER**

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**PROJECT TITLE**

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**PROJECT SUPERVISOR**

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**IDENTIFY THE PROJECT BRIEF YOU ARE RESPONDING TO**

Artistic Research Project  Design Research Project  Technical Research Project

User Research Project  Critical Research Project

**VISION STATEMENT**

In no more than 200 words, outline your vision for your honours project. This should be a general overview of the research you plan to do, what you think the final work might be (e.g. game, film, animation, art portfolio etc.), and why you want to tackle this project.

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| *Copy from your ART405 Research Proposal and adapt/update as appropriate.* |

# 1. RESEARCH PREMISE

Please tell your supervisor what the premise of your research is. Write in full paragraphs to explain the core research questions, problems, challenges, or provocations of your study, linking this to your creative practice and field. How you choose to approach this will in part be shaped by the type of project you are proposing to tackle.

It is recommended that this should be outlined in no more than two pages expanding the box below.

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| *Copy from your ART405 Research Proposal and adapt/update as appropriate.* |

# 2. RESEARCH CONTEXT

Please list and summarise the key sources of knowledge that you are reading as you develop your research. You should identify **a minimum of 10 sources**. These should be presented as a numbered or bulleted list, with a view to developing this reading into a full literature review for your Honours Project write up in semester two. Sources should be **authoritative sources** only, which can include relevant theory texts, practical textbooks, published research papers, R&D outputs disseminated by industry/practitioners, practitioner/professional talks, etc.

It is recommended that this should be outlined in approximately two to three pages expanding the box below. Full references for all sources are requested at the end of the proposal.

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| *Copy from your ART405 Research Proposal and adapt/update as appropriate.* |

3. AIM & OBJECTIVES

Identify the project aim and objectives. This is where you extend from your research premise and research context to define more clearly what your project will be about.

**AIM**

What is the aim of your research? This should be a general statement of what you hope your research will achieve.

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| *Copy from your ART405 Research Proposal and adapt/update as appropriate.* |

**OBJECTIVES**

List the main objectives of your research in order. The objectives should represent the major actions of your research, which will enable you to achieve the above aim. It is recommended that projects should have a maximum of five objectives.

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| 1 | *Copy from your ART405 Research Proposal and adapt/update as appropriate.* |
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# 4. RESEARCH METHODS

In this section you are asked to describe the research method or methods you will use to meet your objectives outlined in section 3. How you describe your research method(s) should clearly link back to the objectives you have listed in the previous section.

It is expected that your research methods(s) will be informed by the type of project you have identified, i.e. artistic research, design research, technical research, user research, or critical research. Please refer to the lecture series before completing this section.

It is recommended that this should be outlined in no more than two pages expanding the box below.

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| *Copy from your ART405 Research Proposal and adapt/update as appropriate.* |

# 5. ETHICS

In this section you are asked to explain what ethical issues your project may raise and what mitigations you may need to consider. You should briefly summarise the potential issues and mitigations and outline any involvement your project may have with participants. Tell us who the participants are, how they would be involved, and what they’d be asked to do. If your proposed research will involve collecting data from these participants, explain what this data will be and identify any ethical issues related to this data.

It is recommended that this should be outlined in no more than one page using the box below but expand to a 2nd page if your project is complex.

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| *Copy from your ART405 Research Proposal / Ethics submission, and adapt/update as appropriate* |

# 6. HONOURS PROJECT DELIVERY

In this final section you are asked to outline how you plan to manage and deliver the Honours Project. This is a critical section of the Learning Contract as it forms the agreement with your supervisor on what it is you intend to submit as your evidence of achievement, both in terms of the practical deliverables and the project report.

**DELIVERABLES**

List what you plan to submit as the final Honours Project. Your focus should be on the final artefact(s), e.g. an animation or film (giving approximate length), a game prototype (suggesting how it is presented, e.g. as Windows .exe), a concept artbook (size, approximate length, content), a showreel of VFX work, etc. Supplementary to this you may identify what other evidence you will submit in support, e.g. a full portfolio, design documentation, gameplay trailer etc.

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**PROJECT REPORT FORMAT**

What form of project report will you produce? This will be dictated by the type of research project you are tackling.

**Practitioner’s essay** (select if undertaking an artistic research project, 4,000 words)

**Project postmortem** (select if undertaking a design research project, 4,000 words)

**Technical report** (select if undertaking a technical research project, 6,000 words)

**User research report** (select if undertaking a user research project, 6,000 words)

**Critical essay** (select if undertaking critical research project, 8,000 words)

Briefly summarise what you think the sections of your write up will be and what will be covered.

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**TIMELINE**

The Honours Project is developed over the course of one fifteen-week semester. You will have a 2-week holiday during this semester but are asked to discount this and plan based on fifteen weeks, where the submission is week fifteen.

Using the table below, briefly outline your anticipated week-to-week progress in developing your final Honours Project submission as described under Deliverables above.

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| Week | Activity |
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| 2 |  |
| 3 |  |
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| 6 |  |
| 7 |  |
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| 12 |  |
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| 14 |  |
| 15 | **SUBMISSION** |

**RESOURCES**

Use this box to identify any resources (e.g. software, licenses, equipment, physical materials) you believe you will need to secure to complete your project. Where these are non-standard (i.e. not provided by Abertay in labs), identify how you may acquire access.

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# 8. REFERENCES

Please provide full references for all the sources identified in section 2. Use the guidance provided by the Abertay University Library pages on how to reference different source types.

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# AGREEMENT

**The Learning Contract agreement applies only to the agreed submission, outlined in Section 6.**

It is important that both you and your supervisor have a shared understanding of what you will submit. This encompasses the practical project work and the accompanying project report.

You will need to block out Section 6 and shared this with your supervisor. It is expected that you will discuss the details with them before this is finalised. When both you and your supervisor are happy with the detail, please ask them to review and sign off the Learning Contract below.

**PROJECT BRIEF**

We agree that the ART410 submission will follow the Project Brief identified on page 1   
(artistic research, design research, technical research, user research, or critical research)

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| Supervisor signature |  | Date |  |

**DELIVERABLES**

We agree that the Deliverables listed in Section 6 constitute the expected list of materials to be submitted as evidence of achievement for ART410, and that these are appropriate for the selected Project Brief.

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**PROJECT REPORT FORMAT**

We agree that the Project Report Format discussed in Section 6 is aligned with the selected Project Brief, and that the plan for the structure/content of write up aligns with the stipulated word count.

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| Supervisor signature |  | Date |  |