

IMAT3451 FINAL YEAR PROJECT - Global Checklist

The University requires all undergraduate final year projects students to undertake a global review of their project. Here is an International Impact Checklist for you to complete, which can be done in consultation with the project supervisor.

Student Name	Programme
Justin Alexander Shanks	Computer Games Programming BSc
Project Title	
Terrific Disposition: Procedural Storyline Generation	

Please indicate which of these possible attributes is addressed by your undertaking of this project.

	Possible Global Experience	Addressed by Project
0	Ability to work collaboratively: teams from a range of backgrounds and countries	
1	Excellent communication skills with a sensitivity to speaking with and listening to non-native English speakers	Yes
2	An ability to embrace multiple perspectives and challenge thinking in a range of cultural context	Yes
3	A capacity to develop new skills and behaviours according to role requirements	Yes
4	An ability to negotiate and influence clients across the globe from different cultures	
5	An ability to form professional, global networks	
6	An openness to/respect of a range of perspectives from around the world	Yes
7	Multi-cultural learning agility (i.e. able to learn in any culture or environment)	

Brief description of how the ticked attributes have been addressed:

#	Possible Global Experience (Short)	How this has been Addressed:
1	Communication Skills – Sensitivity with Non-Native Speakers	As a consideration to non-native speakers of English, the resulting software has been designed to require and present simple and easy to understand English. This requires a level of consideration into the accessibility of the English used in the game's user interface, and the user's input. This will be considered and explored in the resulting software's documentation, and will influence implementation of the final product.
2	Ability to Embrace Multiple Perspectives	In order to properly present and accept information, the resulting software will need to be developed with a consideration of different playstyles influenced by other cultures and perspectives. This will be considered and explored in the resulting software's documentation, and will influence implementation of the final product.
3	Capacity To Learn New Skills	Seeing as new technologies and considerations of user playstyles is necessary for development, a good amount of learning and research will be necessary. This will be done through the research and a production of a related literature review into the use of Natural Language Processing and elements of Fuzzy Logic.
6	Openness to a Range of Perspectives	Although similar to #2, this requires the consideration of differences across Anglophone cultures in order to present a neutral game. This requires the consideration and research into a unified English dictionary used in the software that is simple to understand and minimises cross-cultural confusion.

Student Justin Alexander Shanks

Date 25/10/2017

Supervisor Jethro Shell

Date 26/10/2017