**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.

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| 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.**

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| --- | --- | --- |
|  | **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:**

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| # | 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. |

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| Student | \_\_\_\_Justin Alexander Shanks\_\_\_\_\_\_ | Date | \_\_\_\_\_\_25/10/2017\_\_\_\_ |
| Supervisor | Jethro Shell | Date | 26/10/2017 |