

SIT102 Introduction to Programming

High Distinction Task 9.5: Something Awesome

Overview

For top results in this unit, you need to demonstrate excellent achievement of the unit learning outcomes and generally impress the assessment panel with your achievement, by showing your exploration beyond the unit contents and outstanding achievements of the unit learning outcomes. Please refer to the unit site >>> Assessment Resources >>> [SIT102-T1 2023-Portfolio Assessment Details - SIT102 - Introduction To Programming \(deakin.edu.au\)](https://deakin.edu.au/sit102-t1-2023-portfolio-assessment-details) – High Distinction Results section for how various HD marks are awarded.

Submission Details

Submit the following file to OnTrack.

- A "Something Awesome" report (a pdf document in 1-2 pages - exclude attachments, references, appendices, etc) outlining and justifying what you have done that demonstrates outstanding achievement **as outlined in the unit learning outcomes**. It should contain links and/or attachments (no page limit) to **ALL** the following work:
 - Your amazing custom program **extension implementation** (that you have suggested in 7.4D Custom Program report)- **in your executable program**, with a high level of technical expertise.
 - You are required to store a zip file of your entire project with all assets into your OneDrive (www.deakin.edu.au/onedrive), and provide the OneDrive share the link in the report.
 - Your **short research project** or a **programming project aiming to answer a question related to programming**. **See some suggested aspects you may choose from in the Instructions section.**
 - You can attach your research report in the Something Awesome report. If it is a programming project, attach the source code as well, or sharing your OneDrive link. You have to make sure your work is easily accessible!
 - In your report with the link, a short showcase video (5 – 10 minutes) overviewing the awesome things you have done.
 - Showcase the awesome features implemented in your finalised custom program (show the outcome)
 - You may also talk about how you selected your research topic and why you are interested in that area.
 - You may also talk about which other task(s) you think is/are challenging and how you tackled them in an awesome way.
 - If you also submit 1.4H, you may also talk about how you promoted programming learning.

Instructions

There are no shortcuts.

There is no easy way to do this. It is not a box ticking exercise.

But...

We want you to explore a bit more. Here are some suggested aspects (but not limited to) for your research direction related to programming:

- evaluate efficiency of algorithms, or
- explore advanced data structures, or
- explore the relationship between procedural and structural programming (learnt from this unit), and object oriented programming or any other programming paradigm (beyond this unit coverage), or
- create a programming project that combines together aspects of this unit with things (e.g. mathematical series or any algorithm) you have learnt in other units, etc

We don't need you to conduct a huge scale of research (*For your reference, around (but not limited to) 1200-1500 words with the aid of some diagrams/examples in your report will be fine*). We want you to show your own understanding on your selected topic in your exploration and make a conclusion on the discovery about programming. So we expect you will demonstrate (1) the research (topic/question) background, (2) programming methodology with your explanation, (3) outcomes, and (4) your own evaluation and conclusion.

Notes:

- Any research direction/question for your report or program exploration will be acceptable, but we want it to come from you.
- Make sure that what you submit is of a very high standard, both in terms of the details provided and their presentation. This work will be considered for those who are already achieving the High Distinction standard, and when evaluated we will be looking for aspects that demonstrate the highest level of achievement in this unit.
- **Since this task will be due on the same day as the portfolio, your submission by the task due in week 12 is on-time submission. Your work will be directly evaluated in your portfolio. As no marking for this task will be conducted before your portfolio submission, your on-time Something Awesome task submission will remain in "Ready for Feedback" status in your portfolio.**
- If you want feedback for your task, please submit your work as soon as you could by week 11 and let your OnTrack reviewer know you would like to get some feedback on the task via OnTrack comment box.

--- End of Tasksheet ---