

SIT771 Object Oriented Development

High Distinction Task 7.4: Something Awesome

Overview

For top results in this unit, you need to demonstrate excellent achievement of the unit learning outcomes. This task gives you the freedom to demonstrate that in any way that you want.

Submission Details

Submit the following files to OnTrack.

- A document outlining what you have done that demonstrates excellent achievement of the unit learning outcomes. This should contain a link to related material.

Instructions

There are no shortcuts.

There is no easy way to do this.

It is not a box ticking exercise.

but...

You can do anything you want in order to demonstrate your excellent achievement of the unit learning outcomes.

Here are some examples, each could be awesome if done right. See the notes above.

- Provide a tutorial on the use of SplashKit to accomplish a task.

This could be a walkthrough to write a game, or use some more advanced features (networking, web, sprites, physics, etc).

Use Markdown, and we will be happy to publish your article with acknowledgements on the website.

But... it would need to demonstrate good achievement of the learning outcomes.

- Provide a video or podcast explaining a concept

Model this off the weekly videos. Focus on topics that are challenging.

You want it to be short, focused, and informative.

- Conduct a small research project aiming to answer a question related to programming

Create a plan to outline the question and method for your research project. The research question is the question you aim to investigate in the project. The research method describes how you will approach answering the question.

Carry out the research and write up your findings. Demonstrate your ability to analyse the information and relate findings to the unit learning outcomes.

- Create and record a song, interpretive dance, poem, or anything else that can demonstrate excellent achievement of the unit learning outcomes.