

RESEARCH METHODS IN COMPUTING (COMP09092)

TUTORIAL 1

IDENTIFYING A RESEARCH AREA - KEY QUESTIONS TO HELP YOUR THINKING

Below is a list of questions that you should seek to answer since they will help you focus your thinking about a suitable research area. Not all of the questions may be appropriate to your chosen area.

What modules have I enjoyed most and performed best in up to now?

Introduction to Computer Games Development, Computer Games Design, Digital Asset Development, Computing Project and HTML5 & JavaScript Programming

What do I consider to be my main strengths?

Coming up with new dynamic ideas in a creative manner, group work, leadership and being communicative to the rest of the group.

What kind of job/career would I like both after graduation and in the longer term future?

I would like to have a creative job which has aspects of programming, but the programming not being the focal point of the job because it is not my strong point.

What key skills/knowledge do employers look for in those job/careers?

Extensive knowledge of related programming languages, able to come up with creative solutions, able to plan and prepare for setbacks when developing a project, soft skills in managing/communicating with the team.

Can I link any job/career aspirations to programme?

Front-end, back-end, web and mobile development, games design and development with aspects of management.

What are the problem(s) or issue(s) that I am trying to explore and address in my project proposal? What is the point of my potential project idea?

The issue I am trying to explore is if people can learn when playing games. Over time when playing a game I have noticed I knew the cost of an item and what the item can be built into, so I want to see if I can take that knowledge built through repetition and see if that can be applied to useful subjects like learning Chemistry to a high-school level.

What is the potential output of my proposed research area going to be – i.e. a prototype or a model/framework/recommendations?

I would like to take a subject area learnt in high school and through the process of gamification, create a fun short game which can passively teach the player. My hope is for the player to have lots of fun, not realise they are learning something and be able to recall it.

What background articles/papers/material etc. do I have in my potential research project area that will help get me started and 'set the scene'?

I can look at articles of gamification and how they achieved it, look at the process of immersion, see what makes a game "fun" and research the subject area so I can understand it and know how to change it to a game.

What contacts do I have in relation to potentially getting access to organisations that I could use for conducting potential primary research or end users to test and evaluate my prototype?

With the university's permission, a blanket email can be sent out to gather participants interested in my experiment.

What UWS staff can I approach to advise me and act in a supervisory role in relation to my potential research area?

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