**COMP2160 Practical 7 Data Management Plan Template   
(Adapted from National Archives of Australia)**

# Overview

## Purpose

*Include a high-level statement about what questions you are seeking to answer through collecting this data. What is the purpose of this data collection?*

## Data to be measured

*Outline each question that you are seeking to answer, and the data you want to collect to do so. E.g.:*

***Question: Is the game too easy?***

*Metric 1: Player death frequency*

*Metric 2: Score at time of death*

## Data owners and stakeholders

*Identify who is responsible for the data/datasets. This is a simplified list based on actual data collection standards to fit the scope of this project (for this practical, it’s okay if all these roles belong to you!).*

|  |  |  |
| --- | --- | --- |
| **Position** | **Name** | **Email** |
| **Data owner**  *Has the authority to make decisions about the data* |  |  |
| **Data custodian**  *Responsible for the data’s technical environment* |  |  |
| **Data/information/records manager**  *Generate, access and update the data in daily activities* |  |  |

## Related policies and regulations

*List the policies and regulations your DMP is adhering to (e.g. GDPR).*

1. **Data collection**
   1. **Data description and collection methods**

*Provide more technical information on the data that you are collecting. This information should include:*

* *types of data collected, for example: player input, gameplay logs*
* *list of datasets that will be collected or created (is there a new dataset for each run?)*
* *how data will be collected or created*
* *what format the data is going to be in*

# Data storage and disposal

## Data storage and location

*Document where the data will be stored and what system/s will manage the data. This information should include:*

* *storage locations both internal and external*
* *how data will be accessed over time and the systems used*
* *back-up and recovery plan details or a link to your internal documentation.*

## Data disposal (keep, destroy or transfer data)

*How will you destroy data if necessary?*

## Privacy

*Summarise the* privacy *implications of data created, collected or published. Refer to the lecture notes for some hints.*

*Information may include:*

* *listing key data that contains private and sensitive information (if any)*
* *listing key data that is identifiable – where an individual’s identity can be reasonably ascertained.*

## Ethics

*Consider any ethical issues not covered elsewhere in the DMP. Refer back to the ACS Code of Ethics.*

# Using Data

## Data Analysis

*How will the data be analysed? How will you represent the data and compare different data points with one another?*

## Data Implementation

*How will the data be used to improve the game? What changes might occur based on using this data to the game’s design, code base, etc.?*

## Data publication

*Will the data be published? Information here may include:*

* *Publishing locations such as online blogs, social media.*
* *Planned showcases of the data at conferences, meetings or other venues.*

## Data sharing

*Document any parties that you may share the data with, such as other game developers, advertisers, etc., and any expected challenges or identified risks with this sharing.*