

## **FIT3040 Studio 2**

### **Unit Guide**

**Semester 1, 2015**

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# Table of Contents

<b><u>FIT3040 Studio 2 - Semester 1, 2015</u></b> .....	<b>1</b>
<u>Mode of Delivery</u> .....	1
<u>Workload Requirements</u> .....	1
<u>Unit Relationships</u> .....	1
<u>Prohibitions</u> .....	1
<u>Prerequisites</u> .....	1
<u>Chief Examiner</u> .....	1
<u>Campus Lecturer</u> .....	1
<u>Caulfield</u> .....	2
<u>Your feedback to Us</u> .....	2
<u>Previous Student Evaluations of this Unit</u> .....	2
<b><u>Academic Overview</u></b> .....	<b>3</b>
<u>Learning Outcomes</u> .....	3
<b><u>Unit Schedule</u></b> .....	<b>4</b>
<u>Teaching Approach</u> .....	4
<u>Assessment Summary</u> .....	4
<b><u>Assessment Requirements</u></b> .....	<b>6</b>
<u>Assessment Policy</u> .....	6
<u>Assessment Tasks</u> .....	6
<u>Hurdle Requirements</u> .....	6
<u>Participation</u> .....	6
<u>Learning resources</u> .....	10
<u>Feedback to you</u> .....	10
<u>Extensions and penalties</u> .....	10
<u>Returning assignments</u> .....	10
<u>Assignment submission</u> .....	10
<u>Online submission</u> .....	10
<u>Required Resources</u> .....	10
<b><u>Other Information</u></b> .....	<b>11</b>
<u>Policies</u> .....	11
<u>Faculty resources and policies</u> .....	11
<u>Graduate Attributes Policy</u> .....	11
<u>Student Charter</u> .....	11
<u>Student services</u> .....	11
<u>Monash University Library</u> .....	11
<u>Disability Liaison Unit</u> .....	11
<u>Other</u> .....	12

# **FIT3040 Studio 2 - Semester 1, 2015**

Students will work actively in teams on the development of a multimedia or games application or exhibit. Using project planning/management skills along with other development procedures, students must then deliver a functional multimedia system or game, along with all requisite documentation, which integrates multimedia, programming, and technical knowledge in the development process. Requirements are fulfilled by the team producing an identified set of deliverables, usually a progress report, full system documentation, and functional project. The team must ensure that each deliverable is completed on schedule, with each member of the team demonstrating a significant contribution to the overall effort.

## **Mode of Delivery**

Caulfield (Day)

## **Workload Requirements**

Minimum total expected workload equals 12 hours per week comprising:

(a.) Contact hours for on-campus students:

- One 1-hour lecture
- One 3-hour tutorial

(b.) Additional requirements (all students):

- A minimum of 8 hours additional study per week for team meetings, client meetings, product development, preparation of project deliverables and process journal upkeep.

See also Unit timetable information

## **Unit Relationships**

### **Prohibitions**

MMS3408

### **Prerequisites**

FIT3039

### **Chief Examiner**

Mr Mark Power

### **Campus Lecturer**

## **Caulfield**

### **Derrick Martin**

Consultation hours: Tuesday 10-2

### **Mark Power**

Consultation hours: Friday 3PM- 5PM

## **Your feedback to Us**

Monash is committed to excellence in education and regularly seeks feedback from students, employers and staff. One of the key formal ways students have to provide feedback is through the Student Evaluation of Teaching and Units (SETU) survey. The University's student evaluation policy requires that every unit is evaluated each year. Students are strongly encouraged to complete the surveys. The feedback is anonymous and provides the Faculty with evidence of aspects that students are satisfied and areas for improvement.

For more information on Monash's educational strategy, see:

[www.monash.edu.au/about/monash-directions/](http://www.monash.edu.au/about/monash-directions/) and on student evaluations, see:  
[www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html](http://www.policy.monash.edu/policy-bank/academic/education/quality/student-evaluation-policy.html)

## **Previous Student Evaluations of this Unit**

Previous feedback has highlighted the unit is strong in its flexible learning, structure and assessment items.

Joint classes with multimedia and games stream students has provided opportunities and exposure between students with a wide range of skill sets. This exposure will be encouraged with structural elements of teaching and peer review.

Lecture content was added specifically outlining the rationale for journals and the benefits that students obtain through the use of reflective journals.

Industry standard processes of prototyping, testing schema and intermediate fixed milestones are part of the course and have been identified by students as an important learning tool.

If you wish to view how previous students rated this unit, please go to  
<https://emuapps.monash.edu.au/unitevaluations/index.jsp>

# **Academic Overview**

## **Learning Outcomes**

At the completion of this unit students will be able to:

- develop a project management plan for delivering a multimedia/game application or product;
- create a game/multimedia application or product OR create a working prototype of a game/multimedia application or product;
- work collaboratively in a team environment;
- communicate project progress to stakeholders;
- document and report on project progress.

## Unit Schedule

Week	Activities	Assessment
0		No formal assessment or activities are undertaken in week 0
1	Unit Expectations, Process Journals	
2	Review of the Project Planning Process	
3	Project Plan Document and Prototype Evaluation	
4	Project Analysis and Project Change	
5	Presentation of Findings	Assessment task 1: Project Plan due Week 5, Friday, 4pm
6	Implementing Project Change	
7	Project Development and Research	Assessment task 2: Process Journal Submission 1 due Week 7, Friday, 4pm
8	Testing Process, Testing Documents	
9	Folios and Careers	
10	System Testing	
11	Careers and postgraduate studies	
12	Informal presentation of progress to Tutor	Assessment task 3: Project Milestone achievements reviewed during tutorial time
	SWOT VAC	No formal assessment is undertaken in SWOT VAC. Assessment task 4: Final Product Delivery and Process Journal Submission 2 due Week 14, Friday, 4pm
	Examination period	LINK to Assessment Policy: <a href="http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html">http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html</a>

\*Unit Schedule details will be maintained and communicated to you via your learning system.

## Teaching Approach

### Studio teaching

Studio teaching is a facilitated active, participatory, peer learning approach.

### Assessment Summary

Practical Assignments: 100%. Assignments will include group and individual components.

Assessment Task	Value	Due Date
Project Plan / Prototype Evaluation	20%	Week 5, Friday, 4pm
Process Journal Submission 1	20%	

## Unit Schedule

Week 7, Friday,  
4pm

Project Milestone review

10%

Week 12 (in  
tutorial)

Final Product Delivery and Process Journal Submission 2

50%

Week 14, Friday,  
4pm

# Assessment Requirements

## Assessment Policy

Faculty Policy - Unit Assessment Hurdles

(<http://intranet.monash.edu.au/infotech/resources/staff/edgov/policies/assessment-examinations/assessment-hurdles>)

Academic Integrity - Please see resources and tutorials at

<http://www.monash.edu/library/skills/resources/tutorials/academic-integrity/>

## Assessment Tasks

### Hurdle Requirements

This unit has a group based assessment component of 60% and an individual component of 40%

To pass in this unit a student must obtain:

- 40% or more in the individual assessment, and
- 40% or more in the group assessment, and
- an overall unit mark of 50% or more.

If a student does not achieve 40% or more in the unit group assessment or the unit individual assessment total assessment, and the total mark for the unit is greater than 50% then a mark of no greater than 49-N will be recorded for the unit.

### Participation

**Due to the nature of group work in this subject, it is expected that all students will attend 100% of classes. Failure to do so may result in difficulties with passing the unit.**

If you are absent for more than two tutorial sessions you must supply a medical certificate or other appropriate documentation. For applying for special consideration refer to the link provided under 'Extensions and penalties' at the end of this section.

If you are finding problems with this requirement please ensure you speak to your unit adviser as early as possible. It is your responsibility to ensure that you can make this commitment before you embark on this subject.

Please note that attendance at tutorials without any study outside of allocated class times will not be sufficient to complete the work required.

Make sure you have a copy of the project you are working on with you when you attend classes.

### Assessment procedures for a non-performing team member

If the unit assessor, or one or more team members, becomes concerned regarding the contribution of one or more members of a group then the unit assessor will determine, using the project documentation, examination of Process diaries and discussion with the students concerned whether the student or students are making an equitable contribution to the work of the group.



## Assessment Requirements

If it is determined that the student or students are not making an equitable contribution to the work of the group they may be deemed to be a non-performing team member.

In the event of this determination being made the group component of their assessment will be multiplied by a factor of up to 0.5 to arrive at a raw score.

### • Assessment task 1

**Title:**

Project Plan / Prototype Evaluation

**Description:**

Project Management is fundamental to success in Studio.

Students undertaking a one semester project will develop a project plan, which lays the foundation for your project during the semester. In this document you must analyse the problem you are solving and prepare a plan for development of the product. The plan should cover such areas as user requirements, task breakdowns, scheduling, quality issues, and the like.

Students continuing on a project from FIT3039 will complete a Prototype Evaluation, evaluating the outcomes of FIT3039 and adjusting the initial project plan to reflect any changes to that plan.

**Weighting:**

20%

**Criteria for assessment:**

- ◆ Attention to technical detail and scope of project
- ◆ Clarity & design of layout / inclusion of relevant sections
- ◆ Innovation in application and originality of concept
- ◆ Evidence of research undertaken and testing strategies

**Due date:**

Week 5, Friday, 4pm

**Remarks:**

Full assignment details will be posted on MOODLE

Submission by online upload. A penalty of 5% per day will be applied to late assignment submissions.

### • Assessment task 2

**Title:**

Process Journal Submission 1

**Description:**

This is the first submission of your individual project documentation. This consists a journal that should show your contributions and reflection on the project. It will contain written reflections, analysis, drawings, screenshots, and any other material that provides insight into your role on the project. This first submission should place inherent focus on the research and design elements of the project.

**Weighting:**

20%

**Criteria for assessment:**

**Brainstorming and Research**

## Assessment Requirements

- ◆ Detailed evidence of individual research being undertaken and reflection on your findings in this area
- ◆ Discussion of your own ideas and outcomes being created through brainstorming from research, including planning stages

### Development

- ◆ Discussion of individual ideas designs, and production stages of work
- ◆ Discussion of learning and reflection during production

### Learning

- ◆ Discussion of new skills developed/used.
- ◆ Discussion of your contributions made to the project each week in relation to your project timeline

### Production

- ◆ Discussion of individual/group achievements successes and problems.
- ◆ Discussion of problem-solving and reflection in groupwork

#### Due date:

Week 7, Friday, 4pm

#### Remarks:

Full assignment details will be posted on MOODLE

Submission by online upload. A penalty of 5% per day will be applied to late assignment submissions.

## • Assessment task 3

#### Title:

Project Milestone review

#### Description:

Project milestones that were provided in the Project Plan assessment will be measured against real-world progress of the project.

#### Weighting:

10%

#### Criteria for assessment:

Achievement of project milestones, showing:

- ◆ Demonstrated understanding of key processes undertaken and development in skills
- ◆ Understanding of problems encountered and solutions implemented

#### Due date:

Week 12 (in tutorial)

#### Remarks:

Full assignment details will be posted on MOODLE. This will be assessed during class time in week 12.

## • Assessment task 4

#### Title:

Final Product Delivery and Process Journal Submission 2

#### Description:

## Assessment Requirements

This is the delivery of the final product. Delivery includes formal handover of all product content, as well as a second submission of your individual project journal. The journal should show your contributions and reflection on the project. It will contain written reflections, analysis, drawings, screenshots, and any other material that provides insight into your role on the project.

### **Weighting:**

50%

### **Criteria for assessment:**

#### ◆ **Overall design quality**

◇ Intuitive/transparent design implementation

#### ◆ **Functionality/Technical ability**

◇ Key technical issues addressed

◇ Overall quality of the product in technical and creative terms

#### ◆ **Innovation & originality of content**

◇ Suited to the purpose of the product

◇ Creative solutions implemented

### **Brainstorming and Research**

- ◆ Detailed evidence of individual research being undertaken and reflection on your findings in this area
- ◆ Discussion of your own ideas and outcomes being created through brainstorming from research, including planning stages

### **Development**

- ◆ Discussion of individual ideas designs, and production stages of work
- ◆ Discussion of learning and reflection during production

### **Learning**

- ◆ Discussion of new skills developed/used.
- ◆ Discussion of your contributions made to the project each week in relation to your project timeline

### **Production**

- ◆ Discussion of individual/group achievements successes and problems.
- ◆ Discussion of problem-solving and reflection in groupwork

### **Due date:**

Week 14, Friday, 4pm

### **Remarks:**

Full assignment details will be posted on MOODLE

Submission of Journal by online upload. Final Project to be placed in a drop box on level 6, building H.

A penalty of 5% per day will be applied to late assignment submissions.

## Learning resources

Monash Library Unit Reading List (if applicable to the unit)

<http://readinglists.lib.monash.edu/index.html>

## Feedback to you

Types of feedback you can expect to receive in this unit are:

- Informal feedback on progress in labs/tutes
- Graded assignments with comments

## Extensions and penalties

Submission must be made by the due date otherwise penalties will be enforced.

You must negotiate any extensions formally with your campus unit leader via the in-semester special consideration process: <http://www.monash.edu.au/exams/special-consideration.html>

## Returning assignments

Students can expect assignments to be returned within two weeks of the submission date or after receipt, whichever is later.

## Assignment submission

It is a University requirement

(<http://www.policy.monash.edu/policy-bank/academic/education/conduct/student-academic-integrity-managing-pla>

for students to submit an assignment coversheet for each assessment item. Faculty Assignment coversheets can be found at <http://www.infotech.monash.edu.au/resources/student/forms/>. Please check with your Lecturer on the submission method for your assignment coversheet (e.g. attach a file to the online assignment submission, hand-in a hard copy, or use an electronic submission). Please note that it is your responsibility to retain copies of your assessments.

## Online submission

If Electronic Submission has been approved for your unit, please submit your work via the learning system for this unit, which you can access via links in the my.monash portal.

## Required Resources

Please check with your lecturer before purchasing any Required Resources. Limited copies of prescribed texts are available for you to borrow in the library, and prescribed software is available in student labs.

There are no specific software requirements for this unit due to the varying nature of the projects chosen. After choosing your project you will be required to use the most appropriate development software.

## Other Information

### Policies

Monash has educational policies, procedures and guidelines, which are designed to ensure that staff and students are aware of the University's academic standards, and to provide advice on how they might uphold them. You can find Monash's Education Policies at:

[www.policy.monash.edu.au/policy-bank/academic/education/index.html](http://www.policy.monash.edu.au/policy-bank/academic/education/index.html)

### Faculty resources and policies

Important student resources including Faculty policies are located at

<http://intranet.monash.edu.au/infotech/resources/students/>

### Graduate Attributes Policy

<http://www.policy.monash.edu/policy-bank/academic/education/management/monash-graduate-attributes-policy.h>

### Student Charter

[www.opq.monash.edu.au/ep/student-charter/monash-university-student-charter.html](http://www.opq.monash.edu.au/ep/student-charter/monash-university-student-charter.html)

### Student services

The University provides many different kinds of support services for you. Contact your tutor if you need advice and see the range of services available at <http://www.monash.edu.au/students>. For Malaysia see <http://www.monash.edu.my/Student-services>, and for South Africa see <http://www.monash.ac.za/current/>.

### Monash University Library

The Monash University Library provides a range of services, resources and programs that enable you to save time and be more effective in your learning and research. Go to [www.lib.monash.edu.au](http://www.lib.monash.edu.au) or the library tab in [my.monash](#) portal for more information. At Malaysia, visit the Library and Learning Commons at <http://www.lib.monash.edu.my/>. At South Africa visit <http://www.lib.monash.ac.za/>.

### Disability Liaison Unit

Students who have a disability or medical condition are welcome to contact the Disability Liaison Unit to discuss academic support services. Disability Liaison Officers (DLOs) visit all Victorian campuses on a regular basis.

- Website: <http://www.monash.edu/equity-diversity/disability/index.html>
- Telephone: 03 9905 5704 to book an appointment with a DLO; or contact the Student Advisor, Student Community Services at 03 55146018 at Malaysia
- Email: [dlu@monash.edu](mailto:dlu@monash.edu)
- Drop In: Equity and Diversity Centre, Level 1, Building 55, Clayton Campus, or Student Community Services Department, Level 2, Building 2, Monash University, Malaysia Campus

## **Other**

### **Responsibility for student work**

Students should note that they are, at all times, responsible for their work. All relevant material should be backed up on a regular basis to DVD or portable drives. The university has DVD burners in the computer labs and blank CDs/DVDs may be purchased through the on-campus bookstore.

Loss of assignment work due to hardware failure, virus or theft will not be accepted as reasons for late or non-submission of work. Students must hold an exact copy of all work which they submit for assessment, this copy should be held until your final result for the unit is released.