

**FIT3039
Studio 1**

Unit Guide

Semester 2, 2015

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FIT3039 Studio 1 - Semester 2, 2015

The principal development process focus of the unit will be on the social, legal and business context in which multimedia and games development companies must operate. Students will work actively in teams on the development of a multimedia or games application or exhibit. Project teams will use project planning/management skills, and design and build a prototype of the project using appropriate software processes and methodologies. Students will integrate multimedia, programming and technical knowledge in the development process. Requirements are fulfilled by the team producing an identified set of deliverables. The team must ensure that each deliverable is completed on schedule.

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

MMS3404, MMS3407

Prerequisites

For students in course 3334: (([FIT1040](#) or [FIT1002](#)) and [FIT1004](#) and [FIT1031](#) and [FIT2001](#) and [FIT2002](#) and ([FIT1003](#) or [FIT2003](#))) and (([FIT2026](#) and [FIT2072](#)) or [FIT2049](#))

Systems analysis and design, Project management, and the fundamental multimedia and/or games development tools.

For students in course 3806: [FIT2017](#), [FIT3003](#) and [FIT3020](#)

For students in course 3750: [FIT2026](#), [FIT2072](#) and [FIT3020](#)

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/ and on student evaluations, see:
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 parts of the course and have been identified by students as a 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 Expectation, Project Outline, Process Journals	
2	Assessing Project Feasibility, Project Concept Development	
3	Finalising the Project Concept	
4	Project Documentation Development	
5	Presentation of Project Concept	Project Plan due Week 5, Friday, 4pm
6	Project Prototyping	
7	Project Development and Research	Assessment task 2: Process Journal Submission 1 due Week 7, Friday, 4pm
8	Intellectual Property	
9	Folios and Careers	
10	Multimedia and Game 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: http://policy.monash.edu.au/policy-bank/academic/education/assessment/assessment-in-coursework-policy.html

*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	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 Journals 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

Description:

The project plan lays the foundation for your entire project. In this document you must present the project you are tackling and prepare a plan for development of the product. The plan should cover such areas as specific requirements, task breakdown, scheduling, quality issues, and the like. This document will also include your concept ideas as an appendix. Explicit detail will be provided on the unit website.

This assessment relates to learning outcome number 1

Weighting:

20%

Criteria for assessment:

- ◆ Attention to technical detail and scope of project
- ◆ Specific, measurable, achievable and relevant list of milestones
- ◆ 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.

This assessment relates to learning outcomes 4 and 5

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.

This assessment relates to learning outcomes 2, 3 and 4.

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

Assessment task 4

Title:

Final Product Delivery and Process Journal Submission 2

Description:

This is the delivery of the final product or prototype. 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.

This assessment relates to learning outcomes 2,3,4 and 5

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

Assessment Requirements

- **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

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

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 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
- 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.