

School of Computing, Edinburgh Napier University
Assessment Brief Pro Forma

1. Module number	IMD09119
2. Module title	Responsive Environments
3. Module leader	Dr Tom Flint
4. Tutor with responsibility for this Assessment Student's first point of contact	Dr John McGowan
5. Assessment	Project
6. Weighting	40%
7. Size and/or time limits for assessment	See attached sheet
8. Deadline of submission	See attached sheet
9. Arrangements for submission	See attached sheet
10. Assessment Regulations	See attached sheet
11. The requirements for the assessment	See attached sheet
12. Special instructions	See attached sheet
13. Return of work	See attached sheet
14. Assessment criteria	See attached sheet

IMD09119

Responsive Environments Project

Learning Outcomes:

On completion of the module, students will be able to:

LO1: Design multimedia projects that make appropriate use of physical, aural, visual, time-based and interaction components to convey a message and reinforce its content.

LO2: Identify the appropriate technology to design a product or installation.

LO3: Develop working prototypes to appropriately augment an interactive product or installation.

LO4: Appraise their work in relation to current practice and theory.

This project examines all learning outcomes.

Hand in Dates:

Phase 1 to be uploaded to Moodle by 1500 17th February 2020 (Week6).

Phase 2 to be uploaded to Moodle by 1500 16th March 2020 (Week 10).

Phase 3 to be uploaded to Moodle by 1500 4th May 2020 (Week 15).

Late Submission

Assessments submitted after the agreed deadline will be marked at a maximum of 40%. Coursework submitted over five working days after the agreed deadline will be given 0% (although formative feedback will be offered where requested)

If you know that you will not meet with a deadline due to exceptional circumstances you may wish to contact the appropriate programme leader to apply for an extension.

It is your responsibility to check when your assessments are due and plan your work accordingly. Late assessments will be penalised.

This is an individual submission worth 40% of your final mark. It should demonstrate 40 hours of work.

This project is in 3 phases.

Phase 1 is worth 5% of your final mark.

Phase 2 is worth 5% of your final mark.

Phase 3 is worth 30% of your final mark.

Assessments are marked by different tutors DO NOT hand them in as one submission as they will be returned unmarked. Resubmissions will be capped at 40%.

An Experience of Edinburgh

You will respond to the theme above by producing working pieces of software in Max/MSP (commonly known as a patch). Your software will employ sound, images and interaction. You are expected to use Max/MSP to realise the major part of your solution but are free to develop other composite parts with other technologies.

Bear in mind that you are not producing “the” experience of Edinburgh but an experience. You should draw from both the practical sessions and design workshops in your responses.

You must be prepared to use your own media and found media in your submissions. Any externally sourced media must be licensed for use by others, some sources will be detailed on Moodle.

Phase 1 Symphony of Edinburgh

You will develop a sound experience employing sounds of the city. This theme will be expanded on in the design workshops. You will use original sound that has been recorded specifically for this assessment. You may also use externally sourced sounds.

It should be possible for a person to start the software simply; one way to ensure this is to have a large button marked “press here” though this may not be appropriate for all submissions.

Part of your software must be generative; in other words, it must respond to itself and will not be the same each time it is played. You must comment your software, describing each section and what it does. Consider presentation, use sub patches and presentation mode to make it easy to use and view.

Feel free to appropriate techniques covered in the practical sessions.

This submission is worth 5% of the overall mark for the course and should represent 5 hours of work. You **must submit all sections** to pass the module.

Phase 1 Marking Scheme	
Software quality taking into consideration Development and Presentation (LO1,LO2,LO3)	5 marks

Phase 2 Views of Edinburgh

Drawing on phase 1, you will develop a visual media experience employing views of the city. This theme will be expanded on in the design workshops. You will use original pictures and moving images that have been recorded specifically for this assessment. You may use externally sourced media.

It should be possible for a person to start the software simply; one way to ensure this is to have a large button marked “press here” though this may not be appropriate for all submissions.

Part of your software must be generative; in other words it must respond to itself and will not be the same each time it is played. You must comment your software, describing each section and what it does. Consider presentation, use sub patches and presentation mode to make it easy to view.

Your software should employ sound to complement the visual media; you are free to appropriate the software from Phase 1 but may also produce other sound specifically.

This submission is worth 5% of the overall mark for the course and should represent 5 hours of work. You **must submit all sections** to pass the module.

Phase 2 Marking Scheme	
Software quality taking into consideration Development and Presentation (LO1,LO2,LO3)	5 marks

Phase 3 An Experience of Edinburgh

Your final phase will employ sound and visual media and will respond to human interaction. You may want to develop a proof of concept for your submission to your written report. Again, the major part of your development is expected to be in Max/MSP but you are encouraged to employ other technologies in tandem.

You will be expected to make a demonstration video of the software in use; this video should be no longer than 1 min and is your opportunity to talk us through your work (use .mp4 format).

You will upload your original software, but it is important to bear in mind that if you have used any externally developed software (objects), you must include them along with installation instructions. If you use any peripherals such as Controllers or Kinect cameras, you must include a method for the examiner to emulate signals from these devices.

Your final piece should be a significant piece of work, representing 20 hours of effort.

You will also include a critical document (1000 +/- 10% words). **You will list the learning outcomes for the module and discuss, with examples, how you have achieved these outcomes. If you do not do this, you may not be awarded marks.**

You will discuss any existing work and theory that has influenced your work and how your work compares with that existing work.

Remember this is a reflective document; avoid being descriptive. Talk about which approaches were successful and why they were successful. Discuss influences from class, the outside world and your own research and reading. How would you approach a task like this in the future? What approaches were unsuccessful and abandoned, what did you learn from them? Did you keep anything from the unsuccessful approaches?

We are interested in your process as much as your final results. Your failed and abandoned ideas are as important as the final outcome. Use of first person is not appropriate.

SUBMISSION

All submissions should be compressed in a folder as .zip format and all software must include any external files that it employs.

Moodle will not accept files larger than 1 Gigabyte. If you try to upload to the server at the last minute, you are likely to find the server does not process it in time and it ends up tagged as late. There is no leniency on late uploads to Moodle, you should plan accordingly.

Phase 3 Marking Schedule	
This assessment will account for 30% of the final marks for this module.	
Marks to be determined by: • Software development. • Evidence of explored and abandoned approaches. • Evidence of research beyond taught sessions. • Evidence of responding to feed back. • Critical reflection.	
Phase 3 Marking Scheme	
Technical appraisal Is the software efficient and suitable for this application? (LO3) Is a considerable part of the software original work? Is the software well commented? Has any appropriated software been referenced? (LO3)	15 marks
Critical Reflection: Does the document clearly address the learning outcomes? Is the document truly reflective rather than descriptive? Have alternative technological approaches been discussed? (LO2) Does the document effectively draw from existing work and theory? (LO2) Evidence of research beyond taught sessions. (LO2,LO4)	15 marks
Total	30 marks
Work that demonstrates an excellent level of professionalism, innovation and creativity will be awarded higher marks.	