Milestone 2: Computing Projects Proposal Form 2021/22

Some Suggestions for completing this form _____ Updated 06-10-21

A STUDENT DETAILS (to be completed by the student)			
Name:			
University email:			
Student Number:		**Module code:**	COMP3401
Project Completion Date:	15.00 Thursday 28th April 2022	**Pathway:**	Computing
Part time / Full time:		**Year started course:**	
Single/Major/Joint Honours:		**If joint/major, other subject:**	

B PROJECT DETAILS (to be completed by the student from milestone 1)	
Supervisor:	
Provisional Project Title:	Based on **Project Aims**
Type of Project:	Design-Build-Test (DBT)
Project Aims: **(***A broad statement of the expected outcomes)* 3	To uncover: • How game visual content influences how players interact with the game? • What visual content informs player choice in a game? • How do players make choices in a game? • How to design a game level to make players make choices without realizing they have?

6

Research Question(s):
 	
1
	This section is important and should be informed by some investigations of theory related to level design. Often, computing students create an artefact 'because I want to', or 'because I know what I am doing'. Nope. You need to do some research to get out of your box and learn something new. End of rant.
	
	• What features of (architectural) space influence how people make choices where they move to?
	• What features of game-space (levels) influence how players move?
	  ○ **Design of level and assets**
	  ○ Does this depend on game type [maybe] (FPS, role-play, etc)
	• Can various theoretical approaches influence game-design **especially the relation between assets, the level and the player?**
	  ○ Embodied Cognition
	  ○ Semiotics
	  ○ Functioning of the Human Visual System
	  ○ Linguistics, e.g., prepositions: (in, on, through, behind,…)
	  ○ **Theories of game design**

Proposed Primary Research
 	
2
	• *What data do you intend to gather?*
	  ○ *Video recording participants movement through level then interviewing players and ask why they made choices. (qualitative data)*
	  ○ *Logging player movement through code (quantitative data)*
	  ○ *Data of yourself going around new buildings (qualitative data)*
	• *How do you intend to gather it?*
	  ○ *Recruit game-players and non-game-players*
	  ○ *Fellow students, friends, friends of friends, acquaintances*
	• *How will this data help to answer your research question(s)?*
	This should include links to published academic literature.
	  ○ *You may choose to include qualitative, quantitative or mixed data:*
	  ○ *A qualitative approach may be more suitable here, where you would consider transcripts of interviews and look for common themes. You would classify these themes. This sort of study is called **phenomenography** and is often used at PhD level.*
	  ○ *A quantitative approach could be useful comparing the behaviour of players with non-players (though a qualitative approach would also work here). But I doubt if you would be able to apply statistics at a publishable level.*

Proposed Secondary Research
 	
4
	This should include links to published academic literature, and it should also indicate how this brief outline will be expanded into the final full literature review. You may want to include
	• *section headings for your literature review;*
	• *search keywords or key phrases;*
	• *authors or journals to be investigated;*
	• *…*
	
	Look at
	• Adam Walker's Dissertation old references, but perhaps the authors have continued their research and have something new.
	• References in my papers I shared.
	• Read the above, tease out concepts you find potentially interesting and start Googling these.
	• **Research the theories mentioned above (in this order)**
	  ○ **Embodied Cognition**
	  ○ Semiotics
	  ○ HVS
	  ○ Linguistics

Intended Project 'Deliverable' 5	*Apart from the words in the Project final report, what are you going to produce at the end of your project? Examples might include* • *Hardware/software product ~~to meet a requirements specification;~~* • ~~*Insight into the theoretical topic being investigated;*~~ • *Answers to your research question(s);* • *Reasoned recommendations for 'best practice' or 'the way forward';* • *…* • A working **Unreal-4** (preferred but not mandates) level including code • A **Tutorial** section to explain various things you did. For example, how you created assets (e.g., using Blender) and getting them into Unreal-4, or how you used apps to create materials or to incorporate static meshes from a library. This would 'future proof' your project and allow others to continue in the future. • Self-standing movie clips (YouTube) to explain your findings and disseminate. (Provide links in your Dissertation). • There **should** be a lot of screenshots and diagrams in your report.

C SMART Project Objectives

*A list of **S**pecific **M**easurable **A**chievable **R**ealistic and **T**ime-Bound objectives*

These will obviously include all the milestones, but further objectives will be required, particularly between milestones 5 and 7. Most of them will appear on your Gantt chart. Examples might include:

- *Complete Gantt chart*
- *Complete first search for sources for literature review.*
- *Complete reading (and making notes on) sources for literature review*
- *Complete product specification*
- *Order pizza (this one is in here so that we know if you have just copied and pasted this list)*
- *Obtain supervisor's ethical approval of questionnaire*
- *Complete first prototype*
- *Complete written report*

(There is no need to demonstrate that all your objectives are SMART. But they should be.)

D REQUIREMENTS

A list of resources you will need such as software, hardware, data sources, access to people, expertise, etc.

This section is effectively part of what you would write for a formal feasibility study.

Agreed Word Count	Max 8000 words