

Assignment Brief: Comp3402 Nature of Computing 2023-24 Sem 1&2

Assignment 3 (Part1)	Position Paper 3 (Part 1) WeeBee Option
Word Limit or equivalent (e.g. time)	No word limit. Indicative time 14 hours
Weighting	15%
Learning Outcomes Assessed	(4) Critically evaluate the structure and function of autonomous intelligent systems.
Submission date	'Early-Bird' 12 th April 2024 15:00 'Official' 3 rd May 2024 15:00
Feedback date	20 days following the respective submission date
Module Leader	Dr. Colin Price c.price@worc.ac.uk
Verified by	Bradley Carwardine

If anything about this assignment is not clear to you, please contact your module leader.

<p>What do I need to do to make a success of this assignment?</p>	<p>This assignment is a 'Mini-Project' which you can choose from a range of options. discussed during the final session of Semester1 and published on the module web pages. There are two classes of options: (i) Energies and (ii) WeeBee Engine. This document refers to the WeeBee Option.</p> <p>You will work in teams (minimum size 2), the assignment will be individual, though you may share code, images, movie-clips etc.</p> <p>For the WeeBee Option you will be presented with an illustrated story "Toby Toad 'n Dog on the Road" by Sean Hinton, published by Crossbridge Books (2023). Your task is to create an animated version of the story using the WeeBee engine.</p> <p>You will be provided with all the graphical assets from the book (characters, objects, background, etc.) and the full API for the WeeBee Engine.</p> <p>You will be expected to deploy the API to successfully "tell the story" and you will be encouraged to emphasise relevant detail provided in the book or bring to life elements of the story beyond those obvious in the book.</p> <p>You should use the API functions in a structured and efficient way (e.g., develop a particular way of rendering the story text on-screen or as a sound file). Also, you will be able to identify limitations of the API you encounter and suggest improvements. Where possible, these will be implemented for you.</p>
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<p>How should I present my work?</p>	<p>A good way of organizing your paper would be in the following sections:</p> <ol style="list-style-type: none"> 1. Abstract, perhaps a single paragraph where you summarize what comes next for the reader. 2. Body of your report. This should contain the following: <ul style="list-style-type: none"> ○ Zipped code folder and data folder (if you have created new assets). Do not zip the entire engine! ○ Movie-clip of your animation. ○ Discussion of the key elements of the API which you used in your animation, and explanation of why you used these. ○ Reflexion on the limitations of the API you encountered and how you dealt with these. ○ Details of any enhancements or extensions you proposed, and, if these were implemented reflexions on their success. 3. Final Conclusion aimed at future researchers into this story-coding approach. <ul style="list-style-type: none"> ○ Suggested workflow how to efficiently code an animated story. ○ Warnings of pitfalls to avoid. 4. Appendix where you include the story as provided on the A3 sheet. <p>In addition, you will supply,</p> <ul style="list-style-type: none"> ● Your Learning Conversation. Various approaches will be discussed during the briefing session. <p>You are not required to include any references in this paper.</p>
<p>How can I obtain guidance on my assignment?</p>	<p>You can show your tutor your work in progress at any time no later than three days before the submission deadline to enable you to review and address feedback provided to develop your work.</p> <p>The assignment briefing will be given w/c 19th February 2024. Selection of options will be made in class w/c 18th December 2023. You may ask for any additional support or guidance in class or via email c.price@worc.ac.uk</p>
<p>How and when do I hand my assignment in?</p>	<p>Your work must be word-processed/typed and should clearly show your student number. You should submit your work by the 3pm deadlines indicated above. You should submit your work to Blackboard which is available via <u>MyDay</u>. You are required to keep a copy of work handed in.</p> <p>See the separate Assignment Support Information document on Blackboard for help on how to submit or what to do if you are having trouble submitting your assignment.</p>

How will my assignment be marked?	<p>Specific marking criteria for your assignment will be provided in the Grading Matrix within this document.</p> <p>You are strongly advised to check your completed work against the Grading Matrix to ensure have completed all areas required before you submit it.</p> <p>You should also ensure you adhere to the word limit / word count stated in your assessment brief document, details of which can be found in the University's Assessment Policy http://www.worc.ac.uk/aqu/documents/AssessmentPolicy.pdf</p>
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L6 Grading Matrix for Comp3402 Position Paper 3 (Part 1) WeeBee Option

This matrix captures the assessment criteria for this part of the coursework.

Student Name:		Assignment No: 3	Weighting: 15%
Module Code:	Comp3402	Assignment Title: PP3 (part1)	WeeBee Option
Module Title:	Nature of Computing	Semester: 1&2	
Learning Outcomes being assessed: <i>LO4.</i> Critically evaluate the structure and function of autonomous intelligent systems.			

To best understand this matrix, start by reading the 'baseline' grade C.

Knowledge and understanding		Autonomy in Learning	Communication
		80%	20%
Creativity – Engine Functionality		Creativity – Coded Animation	Learning Conversation
A	Limitations of API discussed and suggestions for enhancing or extending the existing API	Animation emphasises relevant detail from the book at each stage AND it brings to life elements of the story beyond those obvious in the book	Conversation shows shared thinking AND exploratory talk.
B	API deployed in a structured and efficient way.	Animation emphasises relevant detail from the book at each stage OR it brings to life elements of the story beyond those obvious in the book	Conversation shows shared thinking OR exploratory talk.
C	Suitable functions from the API successfully used.	Animation successfully “tells the story”	A Learning Conversation is presented
D	Limited range of API functions used.	Animation partially captures elements from the given story	Attempt to produce a Learning Conversation
Fails	Little or no attempt to use a range of API functions	Little or no correspondence between the animation and the story.	Little or no attempt to produce a Learning Conversation.

My approach to supporting and assessing SPaG on this assignment will appear on the Module Webpage and will be explained during the introductory session 25th September 2023.

RESULTS ARE PROVISIONAL UNTIL AGREED BY THE BOARD OF EXAMINERS

