



UNIVERSITY OF
LINCOLN

**Department of Computing & Informatics
Assessment Package Briefing Document**

Title: CGP3001 Content Creation and Management

Indicative Weighting: 40%

Learning Outcomes:

On successful completion of this assessment a student will have demonstrated competence in the following areas:

[LO4] appraise the role of content creation and management within a game development cycle.

Introduction

This assignment enables you to demonstrate your research and presentation skills in the area of contemporary computer games industry issues. You are required to research and write a short paper on a topic, and afterwards, present that paper in a short presentation.

You should sign up for a session time and presentation topic with the sign up sheets on mark's office door.

The paper must conform exactly to the template which is also available.

Submission Guidelines

Your presentation should be no more than 5 slides, and contain bullet pointed comments – please avoid weighty video content.

Your mark for this assignment will be based upon your paper submission and your presentation. See the criterion reference grid for details.

Please submit your paper, and a copy of the presentation slides at the time you make your presentation.

This unit is graded using a criterion reference grid. You should be clear in your understanding of the grading principles; if you are not, please seek the advice of the unit co-ordinator.

Hand In Instructions

The presentation is graded as it is performed.

Use the electronic submission system to submit your work.

Feedback Opportunities

Feedback will be given immediately after the presentation on the presentation itself.

Written electronic feedback will be made on blackboard for the paper.