

Workshops in Creative Computing: Computer Vision and Gesture Recognition Assignment

Games Students

January 23, 2012

Your assignment will be to work in groups to create the basic implementation of a gameplay mechanic that uses gesture recognition and/or computer vision as the primary means of interaction. We are not expecting a complete polished game and our assessment will focus on the vision and gesture recognition aspects not the complete game.

You should be in a group and have an idea ready for discussion in the lab on the 30th Jan.

Submission

You will be asked to show your finished work to us in the week after reading week (details to follow).

You should also submit a short (500 words) written discussion of your work by midnight on the 19th Feb. This should include a brief description of your work, your role in the work and the contribution of your different team members. In the last category you should state whether you feel the contribution was roughly equal in which case marks will be allocated equally, or whether any team members contributed significantly more or less.

Assessment

You will be given a mark for your group work. This will follow the scheme below and will focus on successful implementation of a gameplay mechanic using computer vision or gesture interaction. Higher marks will go to work that demonstrates independent research and innovation beyond what is directly taught in the course. This can include technical innovation (using techniques not directly taught in the course) or creative innovation (innovative use of the methods taught in the course) or both.

If it is clear from your individual reports that the work of the project was not spread evenly, individuals in the group will receive adjusted versions of the mark reflecting their contribution.

Marks will be allocated according to this scheme:

1. 0% Non-submission or cheating
2. 1-49% Fail
3. 50-59% Pass Successful implementation of an gameplay mechanic based on the techniques and concepts taught in the course, with some flaws
4. 60-69% Merit A highly polished implementation using the more advanced techniques and concepts taught in the course and/or some innovation beyond what is taught in the course, but containing flaws
5. 70-79% Distinction A piece of work that displays research and/or innovation beyond what is taught in the course in terms of either the technical implementation or creative concept
6. 80-100% Exceptional Work that goes considerably beyond the scope of the research to the production or highly professional piece of work and/or the use of state of the art research within the work