Subject Description Form

Subject Code	COMP5926
Subject Title	Metaverse Project II
Credit Value	3
Level	5
Pre-requisite/ Co-requisite/ Exclusion	Pre-requisite: COMP5925 Metaverse Project I
Objectives	The objectives of this subject are to: 1. provide the opportunity for students, companies and the University to interact; this interaction brings about a unique learning environment not available on campus. 2. let students gain working experience by practising techniques acquired in the classroom, such as product design, development, implementation and testing. 3. let students learn how to interact effectively, efficiently and professionally with others.
Intended Learning Outcomes *(Note 1)*	Upon completion of the subject, students will be able to: <u>Professional/academic knowledge and skills</u> a) relate academic principles to the Metaverse technologies development; b) gain knowledge, confidence, and maturity to work in emerging technology industries; c) gain better understanding of computing practices and professional knowledge; <u>Attributes for all-roundedness</u> d) build up a good degree of understanding of business/industrial practice which is usually not available in the campus; e) apply those principles learnt in the classroom to real-life problems and work environment; f) improve interpersonal, communication and other soft skills.
Subject Synopsis/ Indicative Syllabus *(Note 2)*	1. Regular Progress Checking and Reporting 2. Project Documentation 3. Product Development and Testing 4. Presentation and Demonstration Metaverse Project II normally follows Metaverse Project I to enhance the POC (Proof of concept) to an industrial product.

<table>
<tr><td></td><td>Evaluation plan and user testing should be involved in this stage. A final presentation and roadshow should be organized.</td></tr>
<tr><td>Teaching/Learning Methodology
(Note 3)</td><td>The teaching/learning activities include regular project meetings with the supervisor and/or other involved parties, guided study of project materials, independent project development work and other project management tasks.</td></tr>
<tr><td>Assessment Methods in Alignment with Intended Learning Outcomes
(Note 4)</td><td>
<table>
<tr><td rowspan="2">Specific assessment methods/tasks</td><td rowspan="2">% weighting</td><td colspan="6">Intended subject learning outcomes to be assessed (Please tick as appropriate)</td></tr>
<tr><td>a</td><td>b</td><td>c</td><td>d</td><td>e</td><td>f</td></tr>
<tr><td>1. Continuous Assessment</td><td>100 %</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td><td>✓</td></tr>
<tr><td>Total</td><td>100 %</td><td colspan="6"></td></tr>
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Explanation of the appropriateness of the assessment methods in assessing the intended learning outcomes:

The Metaverse Project II will be accessed by the supervisor and industrial mentor. Attributes to be assessed include, but not limited to, Problem Identification, Problem Solving, Product Development, Communication and Presentation, Project Management, and Self Discipline.

Metaverse Project II should focus on the development and user evaluation and there is no restriction to the nature of the problem except that it should be relevant to the student’s study programme.

The project could be practical, academic or a hybrid in which the student is encouraged but not constrained to have some original contributions. Each student has to submit a final product with a user evaluation. An oral presentation and demonstration are essential at the end of the project.</td></tr>
<tr><td>Student Study Effort Expected</td><td>Class contact:</td><td></td></tr>
<tr><td></td><td>▪ Lectures</td><td>0 Hrs.</td></tr>
<tr><td></td><td>▪ Tutorials and Labs</td><td>0 Hrs.</td></tr>
<tr><td></td><td>Other student study effort:</td><td></td></tr>
<tr><td></td><td>▪ Searching and reading materials, meeting with supervisor / others, design and system</td><td>105 Hrs.</td></tr>
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	development, testing, documentation, presentation, etc	
	Total student study effort	105 Hrs.
Reading List and References	NA	