

Proposal Form

Name:- Luke Allisstone

This form should be submitted with your Year 3 Business Plan and a copy of your Live CV

Overview of the project

Briefly describe the task, the relevance of your industrial partner, the role that you will be able to fulfill and the way that this will enhance your learning.

My task is to develop further with my Augmented Reality knowledge, where I intend on build out two AR applications one within my work experience and the other as a client AR application. Within my work experience, I will work alongside senior developers however independently from my experience in building out previous applications within spark. This will grow my AR knowledge even further as I will be building the application for a client. Secondly, I intend on building out an AR application for my uncle for this custom guitar brand Banshee. This will enable customers to view and customize their AR guitar in real size, before commencing with the purchase. Here I intend on implementing all my C# coding knowledge that I have developed over the last three years, into this client project. This will enhance my knowledge and learning on how to develop an application for a client independently outside of my work experience. Finally, I intend on developing a decentralized NFT application, utilizing a variety of new software applications such as React.js, Sanity.io and Third Web. This will lead me into experiencing new applicational path routes and new development options for future client work.

What key opportunities will this task offer you in the following areas

1. Development Practice

- Expand on the variety of scripts and languages knowledge-based applications
- Able to build out sophisticated applications for clients, which will assist app development in the future

2. Technology (inc software skills)

- Expand my knowledge on Sanity, Unity, Next.js for future development
- Improve on developing applications at a faster rate for more clients

3. Processes (Development Processes, Project Management / Time Management etc)

- Improve on my management when working on multiple projects

4. Critical Analysis (Reflective Processes / research skills)

- Reflect on how I have developed the applications to the current industry standard.

Learning Outcomes

Please indicate how each outcome will be met in relation to the key opportunities that you have described above (Drag the ticks to the appropriate boxes add more if needed)

	1	2	3	4
Have a detailed knowledge and understanding of their practice in relation to the development of interactive products as well as the component disciplines				x
Apply the methods and techniques that they have learned to review, consolidate, extend and apply their knowledge and understanding, and to initiate and carry out projects			x	
Undertake a detailed analysis both the interpretation and setting of specifications or other briefs		x	x	
Have the ability to raise issues and to clarify requirements in response to a specification or brief in relation to technical or platform standards in order to offer sophisticated solutions for a product's development				x
Identify and select appropriate approaches, technologies, mark-up, scripting or programming languages, development environments and other tools with which to develop a product			x	

Agreed Assessment Submission

Project Outcome

This will include:- My outcome for this project will be a fully functioning augmented reality application that will be interactive with it's 3-D environment and be accessible to install and download to most devices.

Project Portfolio

This will contain:- The project process will include the developmental process and the full planning with key decisions taken throughout the project.

Process Report: **This will analyze and reflect on the development of my project, outlining the key ideas and achievements that I have taken away from this project.**

Signed & Agreed by :-

Placement Representative _____

Supervising Tutor _____

Student _____