COMP1205 Presentation Programme 2013-14

Thursday 15th May Building 02A Room 2077, 15.00-16.45

Elena & Rikki

Presenting: Groups: U, V, W, X

Marking Groups: A, B, C, D

Schedule and Topics

15.00-15.05: Introduction and protocol for the session

15.05-15.25 Group U: Digital Literacies

15.25-15.45 Group V: Will MOOCs destroy face-to-face University Education?

15.45-16.05 Group W: Groupwork and leadership skills in MMORPGs

16.05-16.25 Group X: Tools and techniques for agile project management

16.25-16.45: Wash-up: feedback session for presentation groups

Abstracts

15.05 Group U: Digital Literacies

Abstract

No Submission!

15.25 Group V: Will MOOCs destroy face-to-face University Education?

Abstract

The idea of a MOOC (Massive Open Online Course) is a fast growing idea today. It is a concept that scares some universities, as some believe they could replace traditional education; conversely, many universities openly embrace MOOCs, producing and releasing many of their own.

This presentation briefly looks at the development and history of the MOOCs, analyzes relevant data over the past years, such as demographics, participation and completion rates, and tries to determine how MOOCs fit in with the current education style by making the analysis in comparison to university courses.

At the moment, it appears that in the majority of cases MOOCs are thought of as being complementary to a degree (not only when taken at the same time, but also before and after), with nearly 80% of online courses takers already having one or more Bachelor's degrees. Since most MOOCs have been completely non accredited up until recently, they didn't appear to stand a chance of being strong enough on their own. However, accredited MOOCs are slowly beginning to appear, with Georgia Tech offering a full masters degree in Computer Science for a fraction of the usual cost.

In conclusion, we decide that initial claims that MOOCs would destroy the face-to-face nature of education are overblown, at least for the next years. However, it is clear that they are a powerful and convenient tool for learning and certainly have an important role as a complementary tool for students to improve their degrees.

15.45 Group W: Groupwork and leadership skills in MMORPGs

Abstract

This presentation focuses on the impact that playing 'Massively Multiplayer Online Role-Playing Games' has on an individual's group work and leadership skills. By first establishing a technical context, we will explore a number of study cases. The first case study was looks more deeply at how a group functions and how games affect that team. The next paper observed how gaming affected the effectiveness of a team. The last paper was released by IBM and explored the different and similar skills between that of an online group/guild leader and a CEO. Which then leads on to an article about Stephen Gillet, a man who got a job yahoo as a senior manager of engineering due to his leadership skills acquired by his experience of being a guild leader in a game called "World of Warcraft". From these case studies we can conclude that MMORPGs can assist with developing group work and leadership skills, given the player is driven to play in that way.

16.05 Group X: Tools and techniques for agile project management

Abstract

Agile techniques have revolutionized the field of project management over the last decade, especially in changing environments where project goals and priorities are often modified. In this presentation, the origin of agile project management is explained, together with its merits along with its failures. The agile way of managing a project is put in contrast to the traditional methods used. The agile process is covered in detail, along with the roles that the team members play. Finally, the different tools that are being used to implement agile methods in project management are described.