

Proposal Form**Name: Ethan Smith****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.

I will be engaging in various web development and digital service tasks, including website adaptation, content migration, and documentation for maintenance. The industrial partner is the Cayman Islands Government, specifically the Department of Communications under the guidance of the Department of eGovernment, where I gained hands-on experience working on real-world projects. My role involved assisting with the adaptation of archived government websites to the new Liferay platform and producing user guides to support future maintenance. This experience enhanced my learning by connecting academic concepts of agile project management, accessibility, and ethical software practices to their practical application in a government digital services environment.

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

1. Practice

- Hands-on experience in website development, including coding, documenting, and debugging.
- Exposure to working in a professional development environment, collaborating with industry professionals.

2. Technology (inc software skills)

- Practical experience with digital experience platforms like Liferay
- Development of skills in programming languages like html,css, or JavaScript, depending on the project requirements.

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

- Understanding of agile development methodologies, including task management and iteration cycles.
- Improved ability to manage workload, meet deadlines, and effectively prioritise tasks within a project timeline.

4. Critical Analysis (Reflective Processes/research skills)

- Opportunity to evaluate and refine game mechanics through playtesting and user feedback.
- Development of problem-solving and troubleshooting skills by researching solutions for technical challenges.

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	✓	✓	✓	✓
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	✓	✓	✓	✓
Undertake a detailed analysis of both the interpretation and setting of specifications or other briefs		✓	✓	✓
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		✓	✓	✓
Identify and select appropriate approaches, technologies, mark-up, scripting or programming languages, development environments, and other tools with which to develop a product	✓	✓		✓

Agreed Assessment Submission

Project Outcome

This will include: Documentation of the development process, including challenges faced and solutions applied, Evidence of applying programming, asset integration, and debugging skills in a real-world context, and

Project Portfolio

This will contain:- Code samples showcasing implemented mechanics and problem-solving approaches. design documentation, including concept art, level design sketches, or UI wireframes, and a development log or reflective report outlining progress, iterations, and key learnings.

Signed & Agreed by :-

Placement Representative _____

Supervising Tutor _____

Student _____