Technical Report: Suggested Structure for AIM Graduate Diploma projects

The structure for Technical Reports described below is intended to provide a useful guide to students supplying the documentation of projects developed in the AIM Graduate Diploma that focus on technique.

The Technical Report is required to accompany Minor and/or Major Projects where the stated aim is to develop a technical prototype or method that has specific and meaningful application in Animation and Interactive Media production and practice.

The general aim of the Technical Report is to provide a clear description of the context and specific solutions identified in applied problems identified in the project.

*Word lengths below are a guide only but are intended to help you stay within 4 pages.*

**Title**
Provide a straightforward, descriptive title (No specialist ‘in-jokes’) that will help a reader quickly identify what you have looked at.

**Abstract/Introduction (100 words)**
A concise summary of the contents of the document, including keywords, mentioning the area of interest and application, results (what you will demonstrate) and what your conclusions are.

**Background (150 words)**
This section identifies the area of practice within Animation & Interactive Media that your techniques/prototypes relate to. What the “state-of-the-art” is, how you identified the technical problem to be addressed and/or why you think this report is of practical use to the reader.

**Design of work (150 words)**
This section explains how you set yourself up to conduct the experiments and tests involved in developing your technical prototype, method or proof of concept. This section should mention any and all hardware & software, including operating systems, third-party plug-ins or original code/scripts that were used.

**Results (800 words)**
This section is the bulk of the document and is where you should spend the time to precisely describe what you came up with, discovered, developed and/or learned in the process of applying your experiments. This should precisely refer to the tangible parts of the project itself (supporting illustrations may be used) to clearly describe what the image, sound, animation or interaction itself cannot tell us.

It is important to remember that ‘failure’ constitutes what might be called ‘inconclusive results’. As such, it is important that you also precisely report difficulty or short-comings in the process alongside your break-throughs. It is given that time management is a problem in all projects and we should only read about the technical nature of a problem where time is an issue.

**Evaluation (200 words)**
Did you do what you set out to do? Referring back to the “Background” section, did you modify your views on the area of investigation? Referring back to the “Design of Work” section, might you have done things differently?

**Conclusion (100 words)**
What can you suggest to the reader that may now follow in your footsteps?
Bibliography
References
Software vendors
Manuals
Journal or magazine articles
URLs (showing date accessed for each)

For reference style, please use: