



SeGaBu

Mid Report

Ver:

Table history version (version, date, description, done by)

Table of Contents

1. Serious Game Project Overview and Targets

1.1 Assignment and Purpose

1.2 Results and Delivery

The results and deliverables are listed in the table below. The additional deliverables may show up as the project progresses. In that case, the steering group members will be informed.

- Include table (result/deliverable, description, the means of delivery)

1.3 Dates of Deliveries and Result Reviews

The dates of delivery and result reviews are listed in the table which paragraph are: review phase, results/deliverable, date, participants, issue

and practices

1.4 Acceptance of Delivery and Project Reviews

The acceptance of delivery and project reviews are listed in the table which paragraph are: review phase, , date, acceptance

1.5 Quality Targets

1.6 Project Success Criteria

Table below shows the description of the success criteria for this serious game project. Success is divided into three different levels, which are acceptable, good and excellent. For all three levels, table presents measurement criteria, which is used to validate the success.

2 Project Phase Plan and Schedule

- Include table (phasesdescription,deliverable&decisions, milestone

The project contains four phases; Phase I project start and planning, Phase II development, Phase III developing extras and Phase IV testing and accepting. In SG meetings,

3 Project Tasks

Describe the tasks that include the project

e.g.

Serious game management task

Design

Testing

4 Project Resources and Workload

See updated appendix “Resource Usage”.

5 Project Facilities

5.1 Working Premises

Table below lists all the premises reserved for this project. Also the purpose of each premise is presented.

5.2 Hardware and Other Equipment

Table below lists all the hardware and other equipment needed for this project. Also the purpose and stakeholder is presented for each item

5.3 Software

Table below lists all software available for the project. Also the purpose and owner of the license is presented for each software.

6 Project Stakeholders and Organisation

6.1 Stakeholders

- Include table stakeholders (organisation, expectations/priorities)

6.2 Steering Group (SG)

- Include table steering group (organisation, role/expertise)

6.3 Project Group (PG)

6.5 Other expert(s) (OE)

7 Communication Plan

7.1 Contact information

7.2 Formal Reports

7.3 Internal reporting and communication

7.4 Meetings

7.4.1 SG Meetings

7.4.2 Other Regular Meetings

8 Important Standards and Practices

9 Risk Management

TOP List

Appendices