

DIS60304
Design Research Dissertation
STUDENT's PROGRESSION & REFLECTION WEEKLY UPDATE
April – July 2024 Semester

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e-Portfolio link: <https://tanyingyidesign.blogspot.com/2024/05/design-research-dissertation.html>

Programme: Bachelor of Design (Honours) in Creative Media

Date	Items – Tasks to Do	Progress Remarks / Action/ Reflection	Student's Signature	Lecturer's Remarks
Week 1	Start writing introduction	- Research rational is something like background - Explain the topic focus on Genshin Impact and write abt the problem - Just work with what survey data I have	YING	
Week 2	Write problem statement	- Explain open-world game - Why the gameplay ignited players - At least 5 key articles for literature review	YING	
Week 3	Write literature review	- Only bibliography need reference list - Problem statement not enough	YING	
Week 4	Conceptual Framework	Flow chart	YING	
Week 5	Write gap of study	Need a table to summarize	YING	
Week 6	Fix the draft	Literature review just give an overview	YING	
Week 7	Try to complete the draft	Put the data in apendices	YING	
Week 8			YING	
Week 9	Start designing layout	Fix the conceptual framework diagram	YING	
Week 10	Turnitin Report		YING	
Week 11	Write Kreate journal article		YING	
Week 12	Fix the draft	- Numbering - Explain the minor things to make the study longer	YING	
Week 13	Fix the layout design	The layout doesn't look like Genshin Impact	YING	

Week 14	Fix the Turnitin Report	• Put Kreate journal article as Google Docs • Can screenshot the appendix to reduce similarity	YING	
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