



# Marsden State High School

## Business Education- 10 ITE

Semester
2
Date Given

### Unit: Network

FAMILIAR APPLICATION
PROBLEM SOLVING

<b>Name:</b>	
<b>Form:</b>	
<b>Teacher:</b>	WATT
<b>Head of Department:</b>	FURLAN
<b>Assessment:</b> Networking	
<b>Task Summary:</b>	
<p>You work for a network gaming company named Gameworld. Gameworld has decided to expand its operations to Marsden State High School Campus. In teams of 5-6; you are required to build a network games lab with 4 computers.</p>	
<b>Task Conditions</b>	
<p>Failure to complete this supervised assessment without cause will result in an automatic non-submission. For illness a medical certificate will be required on your return to School.</p>	
<p>Failure to complete this item will result in automatic withdrawal of credit for this semester. i.e. The teacher will have insufficient evidence to make a valid judgment about coverage of this course of study.</p>	

## Criteria and Marking

Please note that the marking shown is based on both the report and teacher observation.

CRITERION	A	B	C	D	E
<b>Familiar Application</b>					
Knowledge	The student recalls facts; terminology, methods and procedures, concepts, processes and principles related to Networking to a very high extent.	The student recalls facts; terminology, methods and procedures, concepts, processes and principles related to Networking to a high extent.	The student recalls facts; terminology, methods and procedures, concepts, processes and principles related to Networking to a satisfactory extent.	The student recalls facts, terminology, methods and procedures, concepts, processes and principles related to Networking to a limited extent.	The student recalls facts, terminology, methods and procedures, concepts, processes and principles related to Networking to a very limited extent.
Simple Application	The student applied knowledge of Networking to develop an operational games lab to a very high extent.	The student applied knowledge of Networking to develop an operational games lab to a high extent.	The student applied knowledge of Networking to develop an operational games lab to a satisfactory extent.	The student applied knowledge of Networking to develop an operational games lab to a limited extent.	The student applied knowledge of Networking to develop an operational games lab to a very limited extent.
<b>Problem Solving</b>					
Analysis	The student has used knowledge of Networking to analyse/ visualise the deign and development of a games lab to a very high extent	The student has used knowledge of Networking to analyse/ visualise the deign and development of a games lab to a high extent	The student has used knowledge of Networking to analyse/ visualise the deign and development of a games lab to a satisfactory extent	The student has used knowledge of Networking to analyse/ visualise the deign and development of a games lab to a limited extent	

## Task

You work for a network gaming company named Gameworld. Gameworld has decided to expand its operations to Marsden State High School Campus.

.In teams of 5-6; you are required to build a network games lab with 4 computers

.You must also submit a team report

.Recycled computers, hubs/ switches and cabling are available for the task

.The computers must talk to each other and function as a real network

.Games must not be violent, offensive or copyrighted



## Submission Requirements- 600-800 Words

1. Title Page
2. Task Description
3. Hardware Requirements
4. Network Topology
5. Diagram of System
6. Operating System
7. Software Requirements
8. Configuration Considerations
9. Security and Login Access
10. Photos of Assembly in Progress
11. Screen Shots of Settings, Configuration and Software
12. Photos of Finished Lab
13. Appendices- Licensing Agreements
14. Each team member will need to print their own copy of the report