

## INTERNET APPLICATION DEVELOPMENT: MARKING CRITERIA

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(last updated: January 13, 2009 © Billy Lin)

**Note:** course coordinator will receive TAG (Teaching and Academic Growth) training on September 26<sup>th</sup>, October 25<sup>th</sup>, and January 30<sup>th</sup>, designed to address the topics of marking scheme development, course facilitation, and classroom management, among others.

### First project presentation (February 3rd or 5th)

Goal: to have a clear, detailed project plan and prototype

Items	Description	Mark
Project idea	<p><b>Is the description detailed enough for you to see exactly what the application will do?</b></p> <p>10: Absolutely, I can picture myself using this application already.            8: Yes, with some imagination I can see how this app works.            6: I need a bit more information to understand this project.            4: I need more information in several areas.            2: The lack of information makes it impossible to understand this app            0: No effort was made to describe the application.</p>	/10
	<p><b>Will this project serve its users well (Does it have a market)?</b></p> <p>10: It's a great idea and it is clearly superior to competition            8: A good idea but may not be sufficiently better than others to stand out            6: Good idea. The users will most probably like this app.            4: With some tweaks, this app might have more users.            2: I don't think there will be anyone using this app.            0: No consideration was paid to usership.</p>	/10
Timeline	<p><b>Is the timeline attainable?</b></p> <p>5: Absolutely. The project will go at an even pace throughout the semester, and all deadlines will be met.            4: Yes, but time may be strained in some periods in the development process.            3: Perhaps. Significant disparity in time allocation makes this timeline too ambitious in some periods.            2: Probably not. I can see some late-night programming required to</p>	/5

	<p>meet the deadlines.</p> <p>1: No. This timeline needs to be revised to meet deadlines.</p>	
	<p><b>Is it detailed enough to keep the team up to speed?</b></p> <p>10: Everyone has a task every week, and all deadlines will be met</p> <p>8: Task delegation is a bit ambiguous, but all deadlines will be met</p> <p>6: More detail is needed for individual teammates, but overall the deadlines will probably be met</p> <p>4: More details is needed in some areas (eg. Component development, testing, etc)</p> <p>2: More details is needed in most areas</p>	/10
Prototype quality	<p><b>Can you envision how the final product would work from the prototype?</b></p> <p>15: Absolutely. This prototype works without a glitch, and all functionality has been demonstrated.</p> <p>10: Yes, but I needed to use my imagination to fill in many gaps.</p> <p>5: No. The prototype is dysfunctional or overtly simplistic.</p>	/15
	<p><b>Does the prototype?</b></p> <p>15: Yes. The prototype included enough of the user interface to . Evidence of integration can be seen.</p> <p>10: Yes. Some code is functional, but more code and integration is needed for the prototype to be code-oriented.</p> <p>5: No, the prototype was completely reliant on visual aid.</p>	/15
Software design	<p><b>Does the project have adequate complexity?</b></p> <p>5: This is a perfect 4-month project for this team size</p> <p>3: It seems a bit too ambitious or too conservative. Some adjustment in the scope of the project is recommended.</p> <p>1: It is obviously too ambitious or too conservative. Lots of adjustment is needed.</p>	/5
	<p><b>Does it make good use of web technologies?</b></p> <p>10: Absolutely! The right technology is chosen for the right task.</p> <p>5: It seems the team is trying to avoid learning a new technology by choosing a less appropriate one.</p> <p>1: The team lacks an understanding of web technologies.</p>	/10
	<p><b>Is anything missing in the software design? (eg. Client-server model, database system, etc)</b></p> <p>10: No, everything has been considered.</p> <p>5: Some things are missing, but not many.</p>	/10

	1: A significant portion of the design has not been considered that the project will be unable to proceed.	
Overall presentation	<b>Clarity and preparedness of presentation</b> 10: Clear verbal communication, strong project demo 5: Needs more practice to make the presentation flow smoothly 1: It seems obvious that the team just put this presentation together the night before	/ 10

## Second project presentation (March 10th or 12th)

Goal: to have a functional internet application

Items	Description	Mark
Functionality	How much of the application is functional? How well-integrated is the application?	/45
Code quality	Readability? Documentation? Software design? (modularity, extendability, etc)	/30
Application of technology	How well does the application use the web technologies discussed in the seminar?	/15
Overall presentation	Clarity, preparedness Projection of development progress in the final weeks	/10

## Final project presentation (April 9th)

Goal: to complete the project and develop a launch plan

Items	Description	Mark
Functionality	Does this application have 100% functionality and integration?	/30
Code quality	Readability? Documentation? Software design? (modularity, extendability, etc)	/30
Application of technology	How well does the application use the web technologies discussed in the seminar?	/10

User-friendliness	How easy is it to navigate through the application? How aesthetically appealing is the layout and graphic design?	/10
Launch plan	Does the application have a reasonable launch plan?	/10
Overall presentation	Clarity, preparedness Projection of development progress in the final weeks	/10

## Programming Group Evaluation

Goal: to encourage contribution and teamwork in each programming team

Items	Description	Mark
Technical involvement	<p><b>How much work did this teammate put in compared to the others?</b></p> <p>20: The teammate not only finished his or her tasks on time, he or she also helped other teammates significantly.</p> <p>15: The teammate almost always finished his or her tasks on time, and is also available to help others.</p> <p>10: The teammate missed his or her deadlines several times.</p> <p>5: The teammate was consistently late and slowed down the team.</p>	/20
	<p><b>How is the quality of code written by this teammate? (readability, bug-rate, etc)</b></p> <p>30: Top-notch documentation, completely error free, excellent readability.</p> <p>20: Overall good quality, but needed other people to remind him or her about code quality on several occasions.</p> <p>10: Needed other people to intervene to produce code of an acceptable quality.</p>	/30
Team work	<p><b>How well did this teammate communicate with the others?</b></p> <p>10: Always pleasant, constructive, positive, and helpful.</p> <p>8: A good team player who have an overall positive communication</p> <p>6: Occasionally too eccentric or exclusive</p> <p>4: Frequently shows a lack of positive communication skills</p> <p>2: Brought down the team's spirit or progress by bad communication skills</p>	/10
	<p><b>Was this teammate punctual at meetings?</b></p> <p>10: Yes, always.</p> <p>8: Late 1 or 2 times.</p>	/10

	6: Late 3 or 4 times. 4: Late 3 or 4 times without good reason. 2: Late more than 4 times.	
	<b>Was this teammate respectful of the others?</b> 10: Yes, always. 8: Sometimes can be inconsiderate but overall respectful 4: occasionally rude to teammates 2: disrespect for teammates damaged the team's atmosphere	/10
Overall contribution	Did this teammate regularly contribute his or her ideas and energy? 10: Always a positive contributor that gets the team going 5: Average teammate, no outstanding contribution 2: Poor energy level; always seems tired or disinterested.	/10
	<b>Does this teammate meet deadlines set by the team?</b> 10: always on time 8: Missed deadlines a few times, no major impact on team's progress 5: Missed deadlines several times, slowed down the team somewhat 2: Missed important deadlines that resulted in team's inability to meet project deadlines.	/10

## Constructive Feedback

With every evaluation, write down both positive comments about the team presentation or teammate contribution and recommendations for improvements. This will be collected by the faculty sponsor for record, and given to the team or student this feedback is intended for.