GROUP PROJECT: MARKING SCHEME

PROTOTYPE (75%)

Functionality – 60 marks
- SPLASH SCREEN - 5
- COSTINGS - 8
- VALIDATION - 12
- DATABASE - 15
- REPORTS - 15
- PRINT - 5

GUI – 10

Code Naming and Indentation - 10

Comment – 10

Other - 10

USER MANUAL

Purpose - 30
Visual Design - 50
Completeness - 20

LEARNING JOURNAL

Personal Reflection - 50
Professionalism - 30
Creativity - 20

Prototype Rubric

Marking Rubric for Assessment

	Great	Good	Average	Pass
Functionality	As with 'Good', but demonstrating original thinking (e.g. consideration for alternatives etc.)	All minimum requirements are met and exceeded with additional functionality.	Minimum requirements met.	Some gaps in requirements / functionality.
GUI	The GUI is designed in a logical fashion that is both aesthetically pleasing and functional. The application has an entirely professional appearance and adheres to design principles.	The GUI is designed in a logical fashion that is both aesthetically pleasing and functional. Aspects of the app appear professional.	Student used default features to create their design. The application does not have a professional fit and finish.	Uses default GUI, but some features were used in correctly.
Code Naming and Indentation	As with 'Good', all elements of the GUI and variables/ constants the code are named and indented correctly using three letter prefix and appropriate naming conventions.	Has variables/ constants named, with indentation applied. Code is easy to interpret. GUI controls labelled correctly but some inconsistencies across naming conventions exist.	Has variables/constants named. Little indentation. Code is easier to interpret (compared to pass). GUI controls not labelled correctly.	Has variables/constants named. No indentation. Hard to read code. GUI controls not labelled correctly.
Commenting	Detailed and meaningful commenting. Use of URLs (where applicable as reference material)	Detailed commenting. Use of URLs (where applicable as reference material).	Code commented infrequently. No use of URLs.	Little commenting.

User Manual Rubric

	Highly Effective	**Somewhat Effective**	**Usable, but with Some Trouble**	**Ineffective**
Purpose	Purpose of instructions is very clear and audience knows what they will be able to do after reading the document. Includes an introduction and table of contents.	Purpose is somewhat clear, but not outlined well for the audience. May include a weak introduction and incomplete table of contents.	Purpose is not clear at all. Document just starts with instructions and no purpose clarification.	No attention to purpose of document.
Visual Design	Instructions are very well organized into major sections with clear labels and a table of contents.	Instructions are well-organized into major sections that are labelled.	Instructions are organized into sections.	Instructions are poorly organized or have no clear organization at all.
Completeness	Instructions include all necessary information and pictures, including any contact information for help and troubleshooting.	Instructions include information needed to complete the task.	Instructions may be missing some steps or the steps are not clear.	Instructions are incomplete and offer no help for the user.

**IS1111 Project
19/20**

Learning Journal Rubric

	Highly Effective	**Somewhat Effective**	**Average**	**Poor**
Personal Reflection	Sophisticated and thoughtful observations, high degree of insight and analysis, evidence that outcomes have been processed and reflected upon.	Adequate observations, some insights, reflection and outcomes considered but lacks depth.	Simplistic observations, little or no insight, comment or analysis more descriptive than reflective	No attention to purpose of document.
Professionalism				Not well organised
Creativity	Extremely Creative and Engaging.	Many creative components.	Little creativity	No attempt.