Edinburgh Napier
UNIVERSITY

Advanced Web Tech Assignment Part #1: 40% of overall grade

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Topic	Criteria	Marks	
Core Criteria	Description of project & context	14	**/15**
	Summary of background research & exploration of how this relates to your project	14	**/15**
	* List of features * Navigation tree * Initial UI sketch & commentary * Implementation Plan * Consideration of underlying protocols * Consideration of security & privacy	35	**/40**
Above & Beyond	**Above & beyond (indicative):** * Additional report sections to address objectives specific to your project * Appendices as appropriate * Quality of critical reflection * Quality of presentation of report * Quality of writing within report	17	**/30**
	Marks Total:	80	**/100**
	Weighted (% of overall grade for the module so far):		32

Additional Notes:

A nice idea for a web site based around the concept of organising Golf bounce games. There is lots of good detail in your report, which should provide an excellent starting place. However, there are also a number of moving parts, so being disciplined in sticking to a core, critical path of functionality, at least initially, will be important. Being able to discern that critical path is an important and useful programming skill to developThere was an excellent description of the site. This does a good job of telling your reader what you plan to build. A clear description of your idea is the starting place for convincing your reader that you have a good idea. There was an excellent summary of background researchThere was an excellent exploration of how the background related to your siteThere was an excellent list of features that will prove to be a very useful and solid starting place for your implementation efforts. This is an excellent navigation tree which is sufficient to give a comprehensive understanding of how the site is organised and can be navigated. There is an excellent UI sketch/design. It communicates your design intentions very clearly. There is an excellent commentary on the UI sketch. Remember

that words help to guide your reader and to get the message across. Part of your role in writing is to tell your reader what you want them to take from your report. If the reader has to guess then they might infer something you didn't intend. There is an excellent implementation plan. This should really help you to translate your ideas and designs into a successful implementation. Many projects are really centred around decision making and a plan is really the crystallised result of a decision making process. A plan at this stage means that you have made some decisions and considered the order in which work that needs to be done. This is important when there is limited time and you are also learning the necessary implementation skills in parallel. There is some excellent consideration of above and beyond features that go beyond the basic idea of the core site. These will enrich the resulting project implementation. Your report is written to an excellent standard but still has some small room for improvement. The standard of spelling, grammar, and organisation of ideas make for a readable report. Your report has an excellent structure. For example the content is organised into sensible sub-sections with appropriate headings. This helps your reader to navigate your report and to understand the most important parts.Your report is of an excellent length and is comprehensive. This helps you to lay the groundwork for the implementation part of the project, so should save you effort later. Overall there is an excellent project idea described in your report which I look forward to seeing implemented. Excellent work overall. Well done. I'm impressed.

General Feedback To the Class:

Generally the class has really taken well to the initial assignment idea. I'm really quite pleased by the range of creative ideas across the entire class. I also appreciate that some of you found the degree of freedom that you're given with this project to be quite challenging. Remember that this kind of project will work in many ways to help develop your knowledge and skills, enabling you to discover what works well for you, what you can achieve, and where you might need to spend time further developing knowledge and skills. Often, whilst you focus on technical skills and knowledge, it is the softer skills invovled with communicating about your work that can benefit from development, whether written, spoken, or presented. Similarly, thinking abstractly about a project idea and what it will involve, breaking down larger ideas into smaller, more managable plans, ordering the manageable parts into an actionable plan, and estimating how long each part will take, determining which parts are essential to success and which will lead to a better overall result but are perhaps optional, are all ancillary skills that are fomed and developed through practise and reflection during projects like this.

Generally you've all written to at least a reasonably good standard and produced well organised reports. Although I didn't require you to write in third person, it is worth attempting to write in a more formal academic style on occasion, if only to practise for when you must do so. I know that some of you don't feel that report writing is necessarily your strongest skill, but skills do improve and strengthen with practise, and, more importantly, there is a good chance that you will have to write reports during your career, whether in computing, or any other discipline, so some practise now will stand you in good stead for the future.

Remember to proof read your writing before sending it to someone else, such as me. This means reading through what you've written and making sure that it makes sense, and doesn't contain either grammatical or spelling mistakes (I know at this point that I've

probably left typos in this feedback as well). Just doing this once when you think you've finished writing can help you avoid embarrassing mistakes, especially when they occur in the first sentence or paragraph (or in the title). A few of you submitted reports without page numbers which can make it hard for me to refer you to specific pages. So make sure to have page numbers enabled. Actually, for anything longer than a single page, I'd suggest enabling page numbers unless there is a reason not to include them.

If you include figures, e.g. screenshots or illustrations, then you must include captions. This way you control the narrative and can tell the reader what they should take away from it. The caption helps focus the reader on the important messge of the figure (although there can be multiple messages to interpret here, you probably have a particular reason for including a give figure, so why not explain that in words). Similarly, figures illustrate the text, but don't replace it. So figures should always be referred to from the main text and are not there to replace it.

Overall, great efforts across the class, some evidence of significant work, and I'm looking forward to seeing the implementation.

Information About Your Grade:

Note that grades are provisional and unconfirmed until everything has been through the official moderation and confirmation process which usually occurs at the end of the trimester/start of the next. You will get official notification of results from the university once all of the programme board meetings have occured.

Importantly, don't compare grades you might have achieved at school or college, or institutions in other countries, to those you get at Napier. For example, college level grades are, on average, several bands higher than university grades, but this does not mean that you are doing worse. Instead, we strive to use as much of the grading scale as possible and where appropriate. As a rule, across all modules, the average grade tends to naturally fall around the upper half of the 60%-70% grade band, with, very frequently, a natural bell curve of grades both above and below that point. The following scale should give you some idea of how to interpret your grade band:

0-40% There are a number of ways to arrive at a mark in this band, but generally you will either have failed to create a working practical implementation to a minimal standard in either part of the project, or have failed to submit a report that is written to an acceptable standard in either part of the project, or some combination of both.

40-49% Work in this grade band is considered to be up to an overall, acceptable, but minimal standard and constitutes a bare pass of the module. Practical implementations will cover at least the core requirements in each part and reports will be written to a minimally acceptable standard of content and presentation.

50-59% Work in this grade band is work that has achieved a good standard. This means that there is evidence that you are applying some depth of knowledge to the goals that you set out to achieve and are developing ambition in relation to what you build.

60-69% To achieve a mark in this band you will have produced work that is to a very good standard. As a rule, **most students will achieve in the mid to upper end of this grade band**. This indicates that you are developing significant depth in your

understanding of the domain as a whole, as well as significant technical understanding of underlying technologies. You will also be developing reliable critical faculties that enable you to realistically appreciate what you have achieved and how it can be improved.

70-100% A submission in this mark band represents excellent work. Above 80% you should consider your work to be exceptional, and above 90% your work is exemplary and tending towards perfection. To achieve a mark above 70% you will have integrated and extended the lab work covered in class to offer an excellent level of functionality, both in terms of the number of features and their quality of implementation. Your reports will explain your thinking, in relation to both design and implementation, with clarity . To achieve above 80% then you should be aiming to exceed the taught content of the module and introduce ideas and findings from your self-directed learning.