

Criterion E: Evaluation

(463 words)

Criterion	Has the criterion been met?
1	Yes - All the questions are given in order to participating players
2	Yes - A green screen saying correct or a red screen saying incorrect is shown after players submit their answer.
3	Yes - The ranking screen is visible in between questions. It shows the top three students rankings and their scores.
4	Yes - I can upload quiz sets with custom selected questions and answers which are saved on the server system.
5	Yes - I can delete created quiz sets from the server system.
6	Yes - Created quiz sets are selectable from a drop-down menu when trying to start a game.
7	Yes - The student can see how many points of the number of questions that they got correct at game completion.

Client Feedback:

The product is fully evaluated against the success criterion identified in Criterion A with feedback by the client. Recommendations for further improvements to the solution were outlined in the conversation.

The recording of this discussion is labelled Appendix_E_Recording.

Improvements:

<i>Improvement</i>	<i>Elaboration</i>
Computers on different ISM networks can interact with each other.	In my school, ISM, there is a separate network for faculty and students, named ISM_Faculty and ISM_Student. They are connected with each other but unfortunately due to the configurations of the networks, it does not allow for peer to peer connection between the two servers.
Make the interface visually appealing	The current interface in some pages seems very basic and boring. For example, showing the score of each player at the end of the match and the ranking page

	<p>just shows the raw information. Making it look more interesting would be make the app more appealing and better than other quiz game alternatives. More colors and pictures could add to a more exciting atmosphere for players.</p>
<p>Add an option for picture answers, without English</p>	<p>It could be useful to have an option for adding pictures instead of english words. So the question would display a chinese word, and students would select the picture that represents it. This would be especially good for ESL students who may not be proficient in English enough. This makes it harder for them to learn Chinese because they might not even understand the English translation of a Chinese word, hindering their learning. This creates a direct pathway learning Chinese from images, without requiring English knowledge.</p>
<p>Allow multiple QuizSets to be run while another is running.</p>	<p>Students should be able to choose which QuizGame they would like to join. In this way, a class can have different QuizSets for different topics that they can choose to join. Additionally, students can start QuizGames themselves and play with people in their class table or in the library. Also, multiple foreign language classes can use the application at the same time.</p>