**BACHELOR OF COMPUTER**

**FACULTY/SCHOOL OF COMPUTER SCIENCE**

**BINA NUSANTARA UNIVERSITY**

**JAKARTA**

**ASSESSMENT FORM**

**Course: DTSC6013001 - Data Mining and Visualization**

**Method of Assessment: Case Study**

**Semester/Academic Year : 2/2023-2024**

**Name of Lecturer : Noviyanti Tri Marett Sagala, S.TI, M.Sc**

**Date : 22 juni 2024**

**Class : LE09**

**Topic : Driving Economic Growth: The Impact of Video Game Sales (2006-2010)**

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| **Group Members :** | 1. Putri Febiyani (2602181875) 2. Kevin Husodo (2602126896 3. Audric Nagata (2602090435) |

**Student Outcomes:**

(SO 8) Mampu menggunakan teknologi maha data untuk mendapatkan wawasan bisnis di era digital

*Able to use big data technology to get business insight in digital era.*

**Learning Objectives:**

(LObj 8.1) Mampu mengumpulkan data dari berbagai sumber digital

*Able to collect multi-source digital data.*

(LObj 8.2) Mampu memanfaatkan maha data dalam teknologi awan untuk mendapatkan wawasan bisnis

*Able to utilize bigdata in cloud computing platform for generating business insight.*

**Learning Outcomes :**

LO-1: Explain the concepts of data preprocessing, exploratory data analysis, and data storytelling.

LO-2: Demonstrate data preprocessing and data exploration with R.

LO-3: Use R to create visualization and report.

LO-4: Perform data storytelling to convey insights to others.

| **No** | **Related LO-LOBJ-SO** | **Assessment criteria** | **Weight** | **Excellent (85 - 100)** | **Good (75-84)** | **Average (65-74)** | **Poor (0 - 64)** | **Score** | **(Score x Weight)** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| 1 | LO 1 & LO 3- LOBJ 8.2 – SO 8 | Visual Quality | **25** | 80% of the design elements align with the topic, title, and message, making the presentation visually appealing. | 70% of the design elements align with the topic, title, and message, making the presentation visually appealing. | 60% alignment with the infographic's topic, title, and message | The design does not align well with the infographic's topic, title, and message, causing a disconnect in design choices and visual messages |  |  |
| 2 | LO 1& LO 3; LO 4– LOBJ 8.2 – SO 8 | Oral Presentation | **20** | The presentation is exceptionally well-structured, engaging and adhere to the time limit | The presentation is well-structured, engaging, and only slightly exceeds the time limit. | The presentation is adequately structured, somewhat engaging, and exceeds the time limit. | The presentation is disorganized, unengaging, and exceeds the time limit. |  |  |
| 3 | LO 1 & LO 2 – LOBJ 8.1 & LOBJ 8.2 – SO 8 | Quality of Presented Information | **30** | The provided information should be at least 80% clear, comprehensive, and easy to understand | The provided information should be at least 70% clear, comprehensive, and easy to understand | The provided information should be at least 50% clear, comprehensive, and easy to understand | The information provided should be at least 40% clear, comprehensive, and easy to understand. |  |  |
| 4 | LO 1, LO 2, & LO 4 – LOBJ 8.1; LOBJ 8.2 – SO 8 | Creativity | **25** | The idea is highly creative, original, exciting, and has a profound impact on society | This idea is highly creative, original, and has the potential to make a profound impact on society. | The idea is creative, original, and has the potential to contribute to society | The idea is not creative or original and does not make a meaningful contribution to society. |  |  |
|  |  | **Total Score:** ∑(Score x Weight) | | | | | | |  |

Remarks: