**School of Computing, Napier University**

**Assessment Brief Pro Forma**

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| **1. Module number** | *IMD07101* |
| **2. Module title** | *Introduction to HCI* |
| **3. Module leader** | *Tom McEwan* |
| **4.** **Tutor with responsibility for this Assessment**  Student’s first point of contact | As above |
| **5. Assessment** | *Group project* |
| **6. Weighting** | *30%* |
| **7. Size and/or time limits for assessment** | *20 hours* |
| **8. Deadline of submission**  Your attention is drawn to the penalties for late submission | *Practical work should be complete by 1700 on Thursday 23rd April 2015*  *Specific times for group presentations in week 13, on Friday 24th April 2015, will be allocated in the preceding week.* |
| **9. Arrangements for submission** | *Oral group presentation* |
| **10. Assessment Regulations**  All assessments are subject to the University Regulations**.** | *None* |
| **11. The requirements for the assessment** | *Design and develop a simple interactive game for a specified audience and context, using the technologies taught in the module (HTML, CSS and JavaScript). In week 15, each group will present their work in a 10-minute presentation, followed by 5 minutes of open questions.* |
| **12. Special instructions** | *You will be allocated to a group in the lecture of week 11 (Fri 27th March) where you will receive a full briefing and be notified of the game, as well as the audience and context for which your group will develop.*  *You should assume that each member of the group will work on the project for 6 hours each day on 21-23 April, but it will be for the group to agree exact times and days. You will be allocated to a 2 hour presentation session on Friday 24th April.* |
| **13. Return of work and feedback** | *Work will be marked, and feedback provided immediately after the presentation.* |
| **14. Assessment criteria** | This assessment addresses:  *LO1: Explain how effective design can ensure usability and accessibility*  *LO2: Apply human-centred approaches to the design of systems and experiences*  *LO3: Design, develop and evaluate an interactive application*  *LO4: Deploy a range of strategies for the communication of technical material*  *LO5: Work effectively as a member of a multi-disciplinary team*  via the following criteria (10 marks each):   * **Teamwork – how well your presentation conveys the coordination of the team and the planning and monitoring of its activities, and the overall quality of the presentation.** * **Product Quality – how well your presented work displays fitness of purpose for the supplied scenario, how novel your solution is, and how professional it looks** * **Evaluation Quality - how effectively your group evaluated your solution, how rigorous your evaluation process was.**   In each case the marks will be given as follows:  0/10 = no attempt  2/10 = inadequate attempt  4/10 = barely adequate  6/10 = good work that engages effectively with the requirements  8/10 = thorough and effective work that impresses  10/10 = exemplary work verging on the professional  *Intermediate marks on the scale will be used where justified* |