

FIT5136 Prototype Presentation Marking Rubrics

| | Actual Weight (%) | N (0-4.9) | P (5 - 5.9) | C (6 - 6.9) | D (7 - 7.9) | HD (8 - 10) |
|-----------------------------------|-------------------|---|--|---|--|---|
| | | Unacceptable Fails to identify what is required | Basic Reflects the beginnings of understanding what is required | Expected Basic understanding and delivery of what is required. | Good Reflects a mastery of what is required | Excellent Reflects the highest level of performance, beyond what is required |
| Interface Design, Flow and | | | | | | |
| 1.1 User Experience | 35% | -Navigation between the screens is absolutely confusing or no navigation -No use of styling and no consideration of design of the application | -Have some basic navigation but majority of the navigation and user experience is confusing -Cannot demonstrate the main event flow -User have no sense of control to the app -Have little use of the styling towards the application, followed some old program UI design principles that is considered outdated (e.g skeuomorphism) | -Have some basic navigation but some of the navigation and experience is confusing -Partially demonstrate the basic main event flow -User have some sense of control to the app -Have some basic use of the styling towards the application, follow some old program UI design principles that is considered somewhat outdated (e.g some uses of the skeuomorphism with some modern design principles) | -Have good navigation, few of the navigation and experience is confusing -Demonstrate majority of the main event flow -User have good sense of control to the app -Have good use of the styling towards the application, design style indicate some relevance to the latest UI design principle | -Have excellent navigation, no confusing navigation -Demonstrate all main event flow -User feels they have full control to the app -Have excellent styling towards the application, please to the eye, design style indicate relevance to the latest UI design principle |
| 1.2 UI Content | 10% | Data or options in the program are not relevant to the project | Some basic sample data with understandable menu options | Fair sample data with understandable menu options | - Good sample data with good and easy to understand menu options - Appropriate placement | - Excellent sample data with no confusion to menu options - Excellent placement of the content with no cluttering and maintain minimalism |
| 1.3 Client requirement | 35% | The team designed system based on their own requirements | The team designed a few parts of the prototype in accordance with client requirements. | The team designed some parts of the prototype in accordance with client requirements. | The team designed majority of the parts of the prototype in accordance with client requirements. | The team designed the prototype in accordance with client requirements. |
| Presentation Style | | | | | | |
| 2.1 Organisation (team) | 10% | -Organisation of presentation to assist understanding and contain major mistakes or inconsistency -Presenter had no rehearsal -Demonstrate no evidence of collaboration, preparation and practice | -Organisation of presentation to assist understanding, and contains quite a number of mistakes or consistency -Presenter had no rehearsal -Demonstrate basic evidence of collaboration, preparation and practice | -Organisation of presentation to assist understanding contains some mistakes or inconsistency -Presenter had lack of rehearsal -Demonstrate some evidence of collaboration, preparation and practice | -Good Organisation of presentation to assist understanding and no mistakes -Presenter shows proper evidence of rehearsal -Demonstrate good evidence of collaboration, preparation and practice | -Excellent organisation of presentation to assist understanding and no mistakes -Well presented -Demonstrate excellent evidence of collaboration, preparation and practice |
| 2.2 Visual Aids (team) | 10% | -No use of visual aid to assist in delivering the message, standards used including images, animations where applicable | -Almost no use of visual aid to assist in delivering the message, standards used including images, animations where applicable | -Basic use of visual aid to assist in delivering the message, standards used including images, animations where applicable | -Good and sensible use of visual aid to assist in delivering the message, standards used including images, animations where applicable | -Excellent and sensible use of visual aid to assist in delivering the message, standards used including images, animations where applicable |