**Evaluation form using rubrics for Software Engineering Undergraduate Capstone Design Projects (CMSE 406)**

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| --- | --- |
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| **Course Code:** | CMSE406 |
| **Year-Semester:** | Spring 2021 |
| **Project Title:** | Online Market System |
| **Date of Presentation:** | 10/06/2021 |
| **Evaluator: (Name & Signature)** | Nected İci̇l |

**(Please refer to the associated RUBRIC tables scoring to be done on scale of 1 to 4)**  
  
**I. Report (40 %)**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Score** | **Weight** | **Score X Weight** |
| **Organization and format** | 1 | **1** | 1 |
| **Proper citations** | 1 | **1** | 1 |
| **Writing and English quality** | 1 | **3** | 3 |
| **Size of the Report** | 1 | **1** | 1 |
| **Motivation for the project (chapter 1 – introduction)** | 1 | **3** | 3 |
| **Project Planning and Management (chapter 2)** | 1 | **2** | 2 |
| **Requirements Analysis (Chapter 3, sections 3.1 and 3.2)** | 1 | **4** | 4 |
| **Realistic Constraints (Chapter 3, section 3.3)** | 1 | **2** | 2 |
| **Ethical issues (Chapter 3, section 3.4)** | 1 | **1** | 1 |
| **System design (chapter 4)** | 1 | **5** | 5 |
| **Implementation (chapter 5, sections 5.1, 5.2, 5.4)** | 1 | **6** | 6 |
| **Standards (chapter 5, section 5.3)** | 1 | **1** | 1 |
| **Testing (chapter 6)** | 1 | **4** | 4 |
| **User guide for the system (chapter 7)** | 1 | **2** | 2 |
| **Description of the solution’s impact in the global, economic, environmental and societal context. (chapter 8- discussion)** | 1 | **2** | 2 |
| **References** | 1 | **1** | 1 |
| **Appendices** | 1 | **1** | 1 |
| **Total** |  |  | **40** |

**II. Cooperation with the supervisor (10 %)**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Score** | **Weight** | **Score X Weight** |
| **Frequency of Interaction with the instructor** | 1 | **3** | 3 |
| **Progress Reports** | 1 | **3** | 3 |
| **Project developed with full cooperation of the supervisor** | 1 | **4** | 4 |
| **Total** |  |  | **10** |

**III. Quality and contribution of the project (30 %)**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Score** | **Weight** | **Score X Weight** |
| **Multi-disciplinary development** | 1 | **2** | 2 |
| **Contribution of new ideas** | 1 | **6** | 6 |
| **Implementation quality** | 1 | **10** | 10 |
| **Use of modern implementation tools** | 1 | **4** | 4 |
| **Project solves a realistic problem** | 1 | **8** | 8 |
| **Total** |  |  | **30** |

**IV. Presentation (20 %)**

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Score** | **Weight** | **Score X Weight** |
| **Organization** | 1 | **2** | 2 |
| **Time usage** | 1 | **2** | 2 |
| **Quality and relevance of the slides** | 1 | **4** | 4 |
| **Communication Skills** | 1 | **4** | 4 |
| **Questions and Answers** | 1 | **8** | 8 |
| **Total** |  |  | **20** |

|  |  |
| --- | --- |
| **GRADE SUMMAR** |  |
| **I. Report** | 40 |
| **II. Cooperation** | 10 |
| **III. Quality/Contribution** | 30 |
| **IV. Presentation** | 20 |
| **(G) Total (out of 400)** | 100 |
| **(T) Total (G / 4, out of 100)** | 25 |
| **(O) Originality (Absence of plagiarism)** | 1 % |
| **Final grade (T x O)** | **0.25** |

Originality is the degree to which the students did the work themselves. 100% means they did all of it themselves. 60% means 40% of the work was done by others. 0% means the whole project is a copy of an existing project done by others.