

School of Science and Technology

**COURSEWORK ASSESSMENT SPECIFICATION (UG)**

[Details of Module and Team](#module)

[What Learning Outcomes are assessed?](#module)

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[What am I required to do in the assessment?](#required)

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[Can I get formative feedback before submitting ? If so, how?](#formative)

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[What skills might this work evidence to employers?](#skills)

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| **MODULE CODE** | ITEC31041 |
| **MODULE TITLE** | Mobile Platform Applications |
| **MODULE LEADER** | Dr Eiman Kanjo |
| **TUTOR(S)** | Dr Eiman Kanjo, Kieran Woodward |
| **COURSEWORK TITLE** | Mobile Platform Applications |
| **LEARNING OUTCOMES**  **ASSESSED** | ASSESSED  K1, K3, K4, S1, S2, S4 |
| **CONTRIBUTION TO ELEMENT** | 2 of 2 components (60% of element) |
| **DATE SET** | December 2019 |
| **DATE OF SUBMISSIION** | **27 March 2020 , 9am** |
| **METHOD OF SUBMISSION** | NOW Dropbox |
| **DATE OF FEEDBACK** | 14 April 2020 |
| **METHOD OF FEEDBACK** | NOW Dropbox |

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| Work handed in up to five working days late will be given a maximum Grade of Low Third whilst work that arrives more than five working days will be given a mark of zero.  Work will only be accepted beyond the five working day deadline if satisfactory evidence, for example, an NEC is provided. Any issues requiring NEC [**https://ntu.ac.uk/current\_students/resources/student\_handbook/appeals/index.html**](https://ntu.ac.uk/current_students/resources/student_handbook/appeals/index.html)  The University views **plagiarism and collusion** as serious academic irregularities and there are a number of different penalties which may be applied to such offences. The [**Student Handbook**](http://www.ntu.ac.uk/current_students/resources/student_handbook/index.html) has a section on Academic Irregularities, which outlines the penalties and states that **plagiarism** includes:  'The incorporation of material (**including text, graph, diagrams, videos etc.**) derived from the work (published or unpublished) of another, by unacknowledged quotation, paraphrased imitation or other device in any work submitted for progression towards or for the completion of an award, which in any way suggests that it is the student's own original work. Such work may include printed material in textbooks, journals and material accessible electronically for example from web pages.'  Whereas **collusion** includes:  “Unauthorised and unacknowledged copying or use of material prepared by another person for use in submitted work. This may be with or without their consent or agreement to the copying or use of their work.”  If copied with the agreement of the other candidate both parties are considered guilty of Academic Irregularity.  Penalties for Academic irregularities range from capped marks and zero marks to dismissal from the course and termination of studies.  To ensure that you are not accused of plagiarism, look at the sections on [**Plagiarism Support**](https://www4.ntu.ac.uk/library/developing_skills/referencing_plagiarism/Plagiarism_support/index.html) and [**Turnitin**](https://www4.ntu.ac.uk/library/developing_skills/referencing_plagiarism/turnitin/index.html)support. |

**I.** **Assessment Requirements**

Now you have completed the design, requirements and paper prototype for your App in the proposal (Coursework1), you are required to individually implement, test and demonstrate your proposed application on the Android platform. For apps that require significant development, you may choose to implement a subset of the features. However, you should ensure you are producing a useful application that is fit for purpose.

Summary of deliverables:

* An electronic copy of your zipped Android Studio project file
* A separate document containing all of the java code, in either word or PDF format. This should be submitted as a separate document, NOT within a zip file.
* Documentation showing the results of, and response to, testing sessions and unit testing.
* A video demonstrating your working app (uploaded online e.g. YouTube).

**Video**

You should produce a video that shows clearly the working features that you have implemented, and explains why they address the problem, critically evaluating the result. You should also explain the following:

**Design Consideration** (including discussion of usability, accessibility and design guidelines)

**Implementation:** Brief description and reflection of your code implementation, level of complexity, how the key features are implemented, and any additional tools/APIs used to develop the app.

**Critique**: What worked and what didn’t work and how could the program be improved.

The Video should be a maximum of 10 minutes

**Testing Report**

You are required to test your app with users at regular intervals and show improvements based on user feedback. The minimum requirement that you undertake user testing of three distinct stages of app development, with at least 2 users for each stage. Timetabled sessions will be used to give the opportunity for this with your peers. Your report should explain the results from the testing and how you addressed them for the next iteration, or how they would be addressed in future. You should also provide and evidence of unit testing in the report.

All your files names should include your name and student ID.

Plagiarism detection software will be enabled on the Dropbox.

The video will serve as a demo of your project, so you need to ensure that it shows a working application, as failing to demonstrate a working application will result in the failure of the coursework. Failure to submit any of the required deliverables will be classed as non-submission for the whole coursework.

**II.** **Assessment Criteria**

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|  | First (Excellent) | | | | Upper second  (Very Good) | | | Lower Second  (Good) | | | Third  (Sufficient) | | | Fail  (insufficient) | | | Zero |
| ex | high | mid | low | high | mid | low | high | mid | low | high | mid | low | marg | mid | low |
| Suitability of Design | Comprehensive use of relevant guidelines and principles, (eg usability, navigation, accessibility, data storage, use of components, devices & displays). Evidence of consideration of usability and accessibility requirements in all design decisions. | | | | In-depth use of most relevant guidelines and principles is evident in the design and implementation, but with some key aspects not considered. | | | Few relevant guidelines and principles used in-depth **OR** most relevant guidelines and principles considered but at a superficial level **OR** knowledge of appropriate guidelines shown but not implemented. | | | Few relevant guidelines and principles considered, without justification but not evident in the implementation. | | | Shows very little knowledge or understanding of guidelines and principles.  Implementations demonstrated design which is against guidelines without justification. | | | Work of no merit or absent |
| Suitability of solution & Implementation | Implementation shown to provide an excellent solution to a significant problem. A substantial piece of android development and related tools. Code shows high level of Android development skills ae acquired. Application has all key features fully working | | | | Implementation shown to provide a very good solution to a significant problem but with a few key Android development missing. Doesn’t always make best use of available technology. Code shows, good level of Android development skills are acquired. Application has most key features fully working | | | Implementation shown to provide a good solution to a significant problem. Limited implementation with little use of Android development to a few features. Code shows, some essential aspects of Android development are missing.  Application has some significant features fully working but several unfinished | | | Trivial solution produced, which addresses the problem in a very limited way. No novelty or creativity. Only utilises basic Android tools with messy or little code provided which shows little understanding of Android development.  Few features fully working, with many unfinished, partially working or missing. | | | Solution not appropriate to problem **OR** solution so trivial that it doesn’t solve the problem in any way. Very messy or very little code provided which shows no understanding of Android development.  Little or no working functionality. | | |
| Creativity | App solves the problem in a highly novel/creative way  (Creativity is evident in the design, implementation and testing) | | | | Some novelty/creativity is evident | | | Little novelty/creativity | | | No novelty or creativity. | | | No working app produced | | |
| Fitness for purpose | Professionally produced application, fit for purpose. **\*Publishable app.** | | | | Fit for purpose with some limitations that would need to be addressed to make the app usable. | | | App not fully fit for purpose, due to key aspects not fully working | | | App has limited functionality and usefulness | | | Very little functionality with no usefulness | | |  |
| Data connectivity/storage | Data storage is fully implemented in a variety of ways, appropriate to the data. | | | | Data storage is mostly implemented appropriately, but there may be better methods in some cases. | | | Data is stored in a way that allows demonstration of functionality (including user interaction), but is not appropriate for proper working of the app (eg use of SQLite rather than network database) and understanding of appropriate methods is evident **OR** data storage is appropriate but only basic storage is needed. | | | Data is hardcoded and does not allow for user interaction. Understanding of appropriate methods is evident. | | | Data is stored inappropriately, with no evidence of understanding of appropriate methods | | |  |
| Testing | Quality user testing (2 sessions), plus unit test, in-depth discussion of how user testing has improved the app | | | | User testing (2 sessions) and unit testing, the added value of user testing is evident in the testing section of the report. | | | Some evidence of user testing and unit testing, with no sufficient evidence of impact on the original design of the app. | | | Brief User testing or/and user testing with little discussion | | | No user testing. Or user/unit testing with no discussion. | | |  |

Extra comments:

Extra comments:

Extra comments:

Extra comments:

Extra comments:

**All learning outcomes have an equal weighting. Grades for each learning outcome will be calculated from the grades given to individual sections.**

**III. Feedback Opportunities**

**Formative (Whilst you’re working on the coursework)**

You will frequently be given informal verbal or written feedback regarding your (or the class’s) performance on tasks relating to the coursework assessment during the scale-up sessions. Attendance is therefore important for your development and thus coursework success. You may also request feedback during the surgery session.

**Summative (After you’ve submitted the coursework)**

You will receive specific feedback regarding your coursework submission together with your awarded mark. Clearly, feedback provided with your coursework is only for developmental purposes so that you can improve for the next assessment or subject-related module.

**IV. Resources that may be useful**

Referencing styles please use Harvard as detailed [here](https://www4.ntu.ac.uk/library/developing_skills/referencing_plagiarism/referencing_styles/index.html)

Guidance for presentations as detailed [here](https://now.ntu.ac.uk/d2l/le/content/52836/Home?itemIdentifier=D2L.LE.Content.ContentObject.ModuleCO-1577785) and think about what lectures you have liked and why

Guide to planning your time [here](https://www.kent.ac.uk/ai/ask/index.php) and an automated planner [here](https://now.ntu.ac.uk/d2l/le/content/52836/Home?itemIdentifier=D2L.LE.Content.ContentObject.ModuleCO-1577785)

Guidance for revision is [here](https://www4.ntu.ac.uk/current_students/studying/skills-for-success/study-skills/revision-and-exam-techniques.html)

Guidance on avoiding cheating is [here](http://www4.ntu.ac.uk/current_students/studying/skills-for-success/copyright-plagiarism/plagiarism.html)

Remember to use Outlook or physical calendars to block out time between lectures and labs to work on this coursework.

**V. Moderation**

**The Moderation Process**

All assessments are subject to a two-stage moderation process. Firstly, any details related to the assessment (e.g., clarity of information and the assessment criteria) are considered by an independent person (usually a member of the module team). Secondly, the grades awarded are considered by the module team to check for consistency and fairness across the cohort for the piece of work submitted.

**VI. Aspects for Professional Development**

Your coursework could be used to demonstrate skills in design, development and testing.