

DIT045 Assignment 2: Rubric

Fall 2017

Summary

Section	Grade	Out of
Submission Basics	3	3 (can be negative)
Part 1: Requirements Elicitation	56	65
1a: Elicitation Techniques	7	9
1b: Personas	12	13
1c: Scenarios	13	16
1d: Creativity	16	18
1e: Prioritization	8	9
Part 2: UX Design	66	66
2a: UX Design	51	51
Screen 1	17	17
Screen 2	17	17
Screen 3	17	17
2b: Mapping to Requirements	15	15
Total	125	134
%	93%	100

Submission Basics

Assignment received:

Yes	No
Continue Marking	Mark of 0 given

Days Late:

0	1	2	3+
100% of final mark	80% of final mark	60% of final mark	Mark of 0 given

Main part of the Assignment in PDF:

Yes	No
Do nothing	- 5 points

Group Evaluation form:

Missing	Present but Incomplete	Present and Complete
- 5 points	-2 points	Do Nothing

Cover page includes complete information:

- The name of the course
- The date
- Your group name
- Your group members
- Which Problem Domain was selected
- The number of pages in the assignment

No Cover page	Partial Information	Complete Information
0	1	3

3 / 3 (note, can be negative or a - %)

Part 1: Further Requirements Elicitation

1a: Elicitation Techniques

Identified Techniques (Coverage)

None identified	Some identified, but not enough for thorough elicitation	A good range of techniques listed
0	1	2

Identified Stakeholders

None identified	Some identified, but not enough for thorough elicitation	A good range of stakeholders listed (similar to the list in A1), clear in which techniques they participate
0	1	2

Rational

Not provided	Some rational for selection, but problematic	Rational mostly clear and sensible	Good rational for selection of all techniques and stakeholders
0	1	2	3

Style

Answers very hard to read and understand, many errors	Answers understandable, but some issues in clarity, grammar, spelling or punctuation.	Thoughtful clear response
0	1	2

Marker Comments/Feedback:

-More techniques could be better
-Stakeholders should be better defined

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1b: Personas

Persona Completeness

No Personas	Present but missing many fields	A few fields missing	All fields present for both personas
0	1	2	3

Persona Quality

Does not make sense, not a clear user of system	OK, some confusion	Good quality personas
0	1	2

New Requirements

No new requirements	A few new requirements	5 (or more) new requirements
0	1	2

New Requirements Quality

No Requirements	Poor quality	OK quality	Good quality
0	1	2	3

Traceability from New Requirements to Personas

No Traceability	Some traceability	Mostly traceable	Full traceability
0	1	2	3

Marker Comments/Feedback:

-Missing social and technical environment
-One of the requirements is hard to grasp from the personas

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1c: Scenarios

Use Case Template Completeness

No Templates	Few things filled in	Mostly complete	Completely filled, including errors and exceptions
0	1	2	3

Use Case Template Correctness

No Templates	Most fields incorrect	Some fields incorrect	Nearly all fields correct
0	1	2	3

Mapping to Use Cases

No Templates	Somewhat clear which uses cases used	Clear which uses cases are used
0	1	2

New Requirements

No new requirements	A few new requirements	5 (or more) new requirements
0	1	2

New Requirements Quality

No Requirements	Poor quality	OK quality	Good quality
0	1	2	3

Traceability from New Requirements to Use Case Templates

No Traceability	Some traceability	Mostly traceable	Full traceability
0	1	2	3

Marker Comments/Feedback:

<p>-SUB-VARIATIONS are alternative flows EXTENSIONS is where you list errors or exceptions</p> <p>-Precondition and Success end condition is confusing in the first scenario</p> <p>-SUB-VARIATIONS and EXTENSIONS are related to the MAIN SCENARIO and a way of expressing this relation is by the number next to them</p> <p>-Some requirements are not related to the scenarios</p>
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1d) Creativity

List of ideas from three techniques

No Lists	Lists with very few ideas, or few techniques	Few ideas or not all 3 techniques	3 lists for 3 techniques with at least 3 ideas
0	1	2	3

List of 5 best ideas

No list	Problems with list	Full list of 5 best ideas
0	1	2

New Requirements

No new requirements	A few new requirements	5 (or more) new requirements
0	1	2

New Requirements Quality

No Requirements	Poor quality	OK quality	Good quality
0	1	2	3

Traceability from New Requirements to Idea

No Traceability	Some traceability	Full traceability
0	1	3

Reflection

Not provided	Some reflection, but very incomplete/doesn't make sense	Some problems	Good reflection
0	1	2	3

Style

Answers very hard to read and understand, many errors	Answers understandable, but some issues in clarity, grammar, spelling or punctuation.	Thoughtful clear response
0	1	2

Marker Comments/Feedback:

-Requirements should come from the best ideas

1e: Prioritization

Uses on technique from lecture correctly

No techniques used	Technique used poorly/not from lecture	Some problems	A few problems, some evidence	Good use of technique, evidence provided
0	1	2	3	4

Prioritization Sensible

Not provided	Provided, but not results not clear	Some problems	Results clear and justifiable
0	1	2	3

Clear list of prioritized requirements provided (Note: for AHP only 5 need to be prioritized)

No list	Problems with list (e.g., not complete)	Full list provided, priority clear
0	1	2

Marker Comments/Feedback:

-Good job
 -The only remark is a full list of the new requirements would help the reader to find which one is which.

8 / 9

Part 2: UX Design

2a: UI Prototypes

Screen 1

Readable

No prototype	Poor style, hard to read	Ok style	Good style
0	1	2	3

Clarity/Purpose

No prototype	Purpose Unclear	Purpose mainly clear	Purpose clear
0	1	2	3

Flow between screens/buttons/menus

No prototype	Flow unclear	Flow somewhat clear	Flow clear
0	1	2	3

Each Prototype applies at least two patterns

No patterns	1 pattern	2 patterns
0	1	2

Patterns used correctly

No patterns	Not used well	Some problems	Used correctly
0	1	2	3

Pattern choice clear and sensible

No patterns	Choice not clear, not given	Choice somewhat clear	Choice clear, good rationale
0	1	2	3

Marker Comments/Feedback:

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Screen 2

Style

No prototype	Poor style, hard to read	Ok style	Good style
0	1	2	3

Clarity/Purpose

No prototype	Purpose Unclear	Purpose mainly clear	Purpose clear
0	1	2	3

Flow between screens/buttons/menus

No prototype	Flow unclear	Flow somewhat clear	Flow clear
0	1	2	3

Each Prototype applies at least two patterns

No patterns	1 pattern	2 patterns
0	1	2

Patterns used correctly

No patterns	Not used well	Some problems	Used correctly
0	1	2	3

Pattern choice clear and sensible

No patterns	Choice not clear, not given	Choice somewhat clear	Choice clear, good rationale
0	1	2	3

Marker Comments/Feedback:

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Screen 3

Style

No prototype	Poor style, hard to read	Ok style	Good style
0	1	2	3

Clarity/Purpose

No prototype	Purpose Unclear	Purpose mainly clear	Purpose clear
0	1	2	3

Flow between screens/buttons/menus

No prototype	Flow unclear	Flow somewhat clear	Flow clear
0	1	2	3

Each Prototype applies at least two patterns

No patterns	1 pattern	2 patterns
0	1	2

Patterns used correctly

No patterns	Not used well	Some problems	Used correctly
0	1	2	3

Pattern choice clear and sensible

No patterns	Choice not clear, not given	Choice somewhat clear	Choice clear, good rationale
0	1	2	3

Marker Comments/Feedback:

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Total for all screens:

51 / 51

2b: Mapping to Requirements

Screen 1

List of requirements satisfied

No list	List of 1 or more requirements
0	2

Description of Satisfaction for each requirements

No description	Poor, unclear, partial description	Some description, some problems	Good description
0	1	2	3

Screen 2

List of requirements satisfied

No list	List of 1 or more requirements
0	2

Description of Satisfaction for each requirements

No description	Poor, unclear, partial description	Some description, some problems	Good description
0	1	2	3

Screen 3

List of requirements satisfied

No list	List of 1 or more requirements
0	2

Description of Satisfaction for each requirements

No description	Poor, unclear, partial description	Some description, some problems	Good description
0	1	2	3

Marker Comments/Feedback:

The 3 requirement on the second screen is not very good as a requirement - the user never should contact the developer directly.