KIT305/KIT607 Assignment 1, Semester 1, 2021: Prototype Application					
Criterion	**High Distinction (HD)**	**Distinction (DN)**	**Credit (CR)**	**Pass (PP)**	**Fail (NN)**
Prototypes (40%)					
Design and Functionality (70% -- ILO1): Student is to create a prototype and iterated prototype that: - Provides the functionality described in the assignment theme - Applies the design principles described in the lectures. - Meets the usability goals described in the lectures. **NOTE:** it is okay if the original prototype is lacking in features, as long as the iterated prototype includes them.	Prototype communicates well-thought-out implementations of *all* of the functionality described in the assignment theme in a way that makes the application useful. Prototype appropriately applies the design principles described in the lectures in a way that aims to make the application usable. Prototype exhibits well-thought-out features and design which clearly illustrate consideration for the usability goal of efficiency. Prototype communicates the user experience *clearly* and *concisely*, with a level of detail appropriate to low-cost prototyping.	Prototype communicates *well-thought-out* implementations of *most* of the functionality described in the assignment theme in a way that makes the application useful. Prototype *appropriately* applies the design principles described in the lectures in a way that aims to make the application usable. Prototype exhibits *well-thought-out* features and design which illustrate consideration for the usability goal of efficiency. Prototype *communicates* the user experience, with a level of detail *appropriate* to low-cost prototyping.	Prototype communicates implementations of *most* of the functionality described in the assignment theme in a way that makes the application *useful*. Prototype attempts to apply *some* of the design principles described in the lectures in a way that aims to make the application *usable*. Prototype exhibits *some* features and design which consider the usability goal of *efficiency*.	A *basic* prototype *communicating* most of *most* of the functionality described in the assignment theme is provided.	*Fails* to provide a prototype that is on theme with the assignment.
Iteration (30% -- ILO1): Student is to create an iteration on their original prototype that: - Takes into consideration the feedback given through appropriate usability testing methods. - Improves on the design of the original prototype with respect to the usability goals described in the lectures. **NOTE:** Iteration may include producing a completely new prototype, if considered appropriate based upon user feedback.	An iteration on the original prototype is provided with clear and *well-thought-out* improvements based upon user feedback and self-analysis. Iterated prototype exhibits *clearly* improved features and design in terms of the design principles and usability goals described in the lectures. Differences between the original prototype and iterated prototype are clearly identified for the purpose of marking.	An iteration on the original prototype is provided with *clear* improvements based upon user feedback and self-analysis. Iterated prototype exhibits improved features and design in terms of the design principles and usability goals described in the lectures. Differences between the original prototype and iterated prototype are clearly identified for the purpose of marking.	An iteration on the original prototype is provided with *improvements* based upon *user feedback and self-analysis*. Iterated prototype exhibits *improved* features and design in terms of the design principles and usability goals described in the lectures. Differences between the original prototype and iterated prototype are *clearly* identified for the purpose of marking.	An iteration of on the original prototype is provided with *basic* changes applied. Changes appear *unrelated* to user feedback, or no user feedback was presented in the report. *Differences* between the original prototype and iterated prototype are identified for the purpose of marking.	*Fails* to provide an iteration of the original prototype. OR *Fails* to submit the original prototype for comparison to the final prototype.
Report (60%)					
Introduction, Conclusion, References, Style (10% -- ILO1): Student is to write a report that: - Is well written and structured. - Contains academic references.	Report is *very* well structured and has a logical flow between sections. Report is *very* well written and contains academic sources. English conventions of spelling, grammar, and punctuation are excellent.	Report is well structured and has a logical flow between sections. Report is well written and contains academic sources. English conventions of spelling, grammar, and punctuation are *excellent*.	Report is *well structured* and has a logical flow between sections. Report is *well written* and contains academic sources. English spelling, grammar, and punctuation are *good*.	Report includes each of the required sections and meets the page limit. Report contains *academic sources*. Report contains some spelling or grammatical *errors*.	*Fails* to provide a report OR *Fails* to include academic sources OR *Fails* to include an introduction and conclusion section OR Report *exceeds* the page limit

Design Principles and Goals (20% -- ILO3): - Describe how you designed your application to follow the usability goals from the lectures. Include pictures to illustrate this. - Describe which of Don Norman's design principles you considered when designing your application. Include pictures to help illustrate this.	Report provides a detailed and *insightful* description of the design principles applied in the prototype, showing a *strong* understanding of the principles and their purpose. Report provides a detailed and *insightful* description of how the prototype aims to meet the usability goals from the lecture, showing a *strong* understanding of the goals and their purpose. Included images *effectively* communicate how the design principles and goals are present in the prototype.	Report provides a *detailed* description of the design principles applied in the prototype, showing a *good* understanding of the principles and their purpose. Report provides a *detailed* description of how the prototype aims to meet the usability goals from the lecture, showing a *good* understanding of the goals and their purpose. Included images *communicate* how the design principles and goals are present in the prototype.	Report provides a description of how *some* of the design principles have been applied in the prototype. Report provides a description of how the prototype aims to meet *some* of the usability goals from the lecture. Images are included that explain the design principles or goals.	Report includes a *basic* description of the design principles and goals have been applied in the prototype. OR Report includes a description of the design principles and goals with some misinterpretation of their meaning or purpose.	*Fails* to include a discussion on design principles or goals. OR Lists or describes design principles and goals *without reference* to the designed prototype.
Testing Methodology (35% -- ILO3) - Describe how you approached your usability testing, explaining the steps you took such that someone could replicate your experiment. - List your Usability Test Tasks and Success Requirements (include the Tasks Matrix from the lectures)	The employed usability testing is well described and described in detail such that the work could be *replicated*. Students identify potential biases introduced by their choice of methodology. Choice of methodology is *well* justified, identifying alternate approaches that could have been used. Methodology follows the recommendations for this unit and applies them in a way that shows a *strong* understanding of usability testing. Usability test tasks do not lead the user; and are accompanied by clear success requirements; and an introductory scenario.	The employed usability testing is *well described*. Students identify *potential biases* introduced by their choice of methodology. Choice of methodology is justified, identifying alternate approaches that could have been used. Methodology follows the recommendations for this unit and applies them in a way that shows a *good* understanding of usability testing. Usability test tasks do not *lead* the user; and are accompanied by *clear* success requirements and an *introductory scenario*.	The employed usability testing is described. Choice of methodology is *justified*, identifying alternate approaches that could have been used. Methodology follows the recommendations for this unit and applies them in a way that shows a *good* understanding of usability testing. Usability test tasks and success requirements are defined.	A *basic* description of the employed usability testing is provided. Usability test tasks and success requirements are defined.	*Fails* to include a methodology section. OR *Fails* to include usability test tasks. OR Usability test tasks *fail* to follow the format described in the lectures.
Results and Discussion (35% -- ILO3) - Include at least one data table summarising the results of your test (e.g. timings, number of mistakes made, etc.) - Discuss how you updated your prototype based upon your testing observations and user feedback.	Results are complete (and in a concise table) and include completion times with summary statistics. Results match the methodology described in the report. A detailed and insightful discussion of the results is provided, thoroughly explaining how the results/feedback impacted the design of the iterated prototype. A sensible description of way *future versions* of the app could be further improved is provided.	Results are *complete* (and in a concise table), and *match* the methodology described in the report. A detailed and *insightful* discussion of the results is provided, explaining how the results/feedback impacted the design.	Results are *complete* (and in a concise table), and *match* the methodology described in the report. A detailed discussion of the results is provided, explaining how the results/feedback *impacted* the design.	Results are presented *without* summary statistics. A *basic* discussion of the results is provided.	*Fails* to include a results or discussion section.