Python Machine Learning (CSCI 425) Student Showcase (Final Project) Rubric

Project Title: Maluare Analysis Using ML Methods	to Classify
Malware and Malware TYPE	
Team Members: Abraham Avila, Iclaus kins	
Evaluator: Jevery Bergen	

Instructions:

1. For each requirement, use 0.0 - 5.0 scale in the Score column (0 - Fail, 1 - Needs improvement, 2 - Poor, 3 - Fair, 4 – Good, 5 is Excellent)

Crite	eria		Score (1-5)
1. F	Proble	em Understanding	
	a.	Clearly defined problem statement.	5
	b.	Understanding of the domain and context	5
2. [Data I	Preprocessing	
	a.	Data cleaning and handling missing values	5
	b.	Feature engineering and selection	5
	c.	Data normalization and scaling	4
3. N	Mode	Selection and Evaluation	
	a.	Selection of appropriate ML algorithms	5
	b.	Model training and tuning	4
	c.	Evaluation metrics and performance analysis	4
4. C	Creati	vity and Innovation	•
	a.	Novelty and originality of approach	4
	b.	Exploration of advanced techniques (Deep Learning, e.g.)	3 .
5. P	resen	tation	
	a.	Quality of visualizations and insights	5
	b.	Ability to communicate results effectively	5
Final	Score	•	55

General Feedback:

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95%

Python Machine Learning (CSCI 425) Student Showcase (Final Project) Rubric

Project Title: Malwere Analysis! Using Machine Learning Methods to Classify Molwere
and Malwere Type
Team Members: Abroham Avila, Wicholas

Evaluator: Clayton Johnson

Instructions:

1. For each requirement, use 0.0 - 5.0 scale in the Score column (0 - Fail, 1 - Needs improvement, 2 - Poor, 3 - Fair, 4 – Good, 5 is Excellent)

Criteria		Score (1-5)
1. Problem Understandi	ng	
a. Clearly defined	problem statement.	5
b. Understanding	of the domain and context	5
2. Data Preprocessing		والمناسب المستعمل المستعدد والمستعدد والمستعد والمستعدد والمستعد والمستعدد و
a. Data cleaning a	nd handling missing values	5
b. Feature enginee	ring and selection	3
c. Data normalizat	ion and scaling	3.
3. Model Selection and E	valuation	1 may 2 mg 2 m
a. Selection of app	ropriate ML algorithms	4
b. Model training a	and tuning	3
c. Evaluation metr	cs and performance analysis	4
4. Creativity and Innovat	ion	
a. Novelty and original	ginality of approach	3
b. Exploration of a	dvanced techniques (Deep Learning, e.g.)	4
5. Presentation		- Andrewson and the second sec
a. Quality of visual	zations and insights	4
b. Ability to comm	unicate results effectively	4
Final Score		47

General Feedback:

.78