

# 1. SELF/PEER ASSESSMENT FORM

<b>Project Name:</b>	Genealogy Application / Website		
<b>Your Name:</b>	Marco Giacoppo		
<b>Your ID</b>	104071453	<b>Date</b>	Friday, 30 <sup>th</sup> May 2025

## Self/Peer Assessment Form

The main purpose of this form is for all Team members to reflect on their interactions, but it may also be helpful in resolving disputes over the relative contributions of Team members.

Using the **Self and Peer Assessment Form** below

1. List the members of your Project Team
2. Enter a score between 0 and 5, for categories A to J for all members of the team (see Section 2 for definitions)
3. Further provide detailed comments on each member

(adapted from Winger-aunty, S. 1990. University of Wisconsin-Stout Modified by Pheroza Daruwalla and Ian Knowd, 1994.)

No.	Team Member Names (including yourself)	A	B	C	D	E	F	G	H	I	J	Total
1	Marco Giacoppo	5	5	4	5	5	5	5	4	5	4	47
2	Corey Santarossa	5	5	4	5	5	5	5	4	5	5	48
3	Nick Wijaya	3	4	4	4	4	4	5	4	4	3	39
4	Vivek Saini	3	4	4	4	4	4	5	4	3	4	39
5	Rupayan Banerjee	1	2	4	3	3	4	5	4	3	3	32
6	Levin Fubex	1	2	1	2	2	3	5	3	3	2	24
7												
8												
9												
10												

**Detailed Comments:**

No.	Team Member Names	Comments
1	Corey Santarossa	Corey was our team leader. He's been working hardest amongst us all. He's made sure everyone stays on track and helps anyone who's struggling. Corey's been such a pleasure to work around with. Great job brother.
2	Nick Wijaya	Nick's been a bit slow in the beginning but started to pick up the pace in the end. He's integrated the S3 and also helps others configuring the pull requests on GitHub. There are a few things that could be improved but overall, good job.
3	Vivek Saini	Vik's also been a bit slow. But in the end, he's proved himself by doing the GEDCOM import function which is very helpful. For styling, we need to fix a few things that he implemented to make sure it goes well with others.
4	Rupayan Banerjee	Rup was one of my old friends and I've known him for quite some time. But somehow in this project, not much has been produced from him. He managed to implement the dark mode in the end, but styling wise, we needed to fix it in the end to make sure it goes well with other UI's.
5	Levin Fubex	I honestly don't have anything to say about Levin. There isn't much that he's done other than the additional pages we had on the Navbar (User Guides page) which will only take 30 minutes max but somehow, he could spend hours on it. There was this one time where he took one task and didn't keep us up to date with any of it and Corey just decided to do it by himself and it took him 3 minutes to do.
6		
7		
8		
9		
10		

## 2. Categories

---

### A. Quantity of Work

- 0 – Did nothing, was uninvolved.
- 1 – Does enough to get by.
- 2 – Occasionally exceeds standards, needs improvement.
- 3 – Satisfactory. Does more than what is required.
- 4 – Very industrious. High Quality. Consistent.
- 5 – Always exceeds productivity standards. Outstanding.

### B. Quality of Work

- 0 – Careless. Makes frequent mistakes. Assignment suffers.
- 1 – Mistakes frequent enough to question results.
- 2 – Work is basically correct.
- 3 – Accurate when and where it really counts. Satisfactory.
- 4 – Almost always accurate in all areas of contribution.
- 5 – Outstanding. Perfect quality. No mistakes.

### C. Communication Skills

- 0 – Blunt, discourteous, does not listen, antagonistic, distant, aloof.
- 1 – Sometime tactless. Approachable and friendly once known by others.
- 2 – Agreeable and pleasant. Warm, friendly, sociable and listens.
- 3 – Always very polite and willing to help. Very sociable and outgoing. Listens and understands.
- 4 – Courteous and very pleasant. Excellent at establishing good will.
- 5 – Inspiring to others. Artful listener. Really understands.

### D. Initiative

- 0 – Displays no self-starting characteristics. Acts without purpose.
- 1 – Puts forth little effort. Requires prodding, sets no speed records.
- 2 – Puts in minimal effort to get task completed.
- 3 – Strives hard. Desire to achieve.
- 4 – High desire to achieve. Always puts in a solid days work.
- 5 – Sets high goals. Self-starter with high motivation. Constantly goes beyond call of duty.

### E. Efficiency

- 0 – Work is invariably late.
- 1 – Work occasionally completed on schedule.
- 2 – Work usually complete on schedule. Some contribution to minor problem solving.
- 3 – Work always complete on schedule.
- 4 – Work complete. Consistent in defining and resolving major problems.
- 5 – Work invariably done ahead of schedule. Imaginative. Can be counted on to make major contributions.

### F. Personal Relations

- 0 – A very disruptive influence
- 1 – Is a source of some friction
- 2 – Causes no problems.
- 3 – Satisfactory, harmonious.
- 4 – Is a positive factor.
- 5 – Respected by others. Presence adds to environmental stability.

### G. Group Meeting Attendance

- 0 – Never attended any meetings. Showed no interest.

## Self/Peer Review

- 1 – Occasionally attended. Would commit and then not show.
- 2 – Sometimes uncooperative in planning schedule. Hard to get in touch with.
- 3 – Would attend. Usually late.
- 4 – Could be counted on to attend.
- 5 – Never missed a meeting. Always on time.

**H. Attitude and Enthusiasm**

- 0 – Poor disposition, uninvolved, indifferent.
- 1 – Unenthusiastic, biased.
- 2 – Half hearted.
- 3 – Positive demeanour.
- 4 – Positive attitude and spirited.
- 5 – Exuberant and eager. Positive influence. Inspiring to others. Team builder.

**I. Effort**

- 0 – Puts forth no effort. Expects others to carry the load.
- 1 – Puts forth some effort.
- 2 – Displays enough effort to get by.
- 3 – Solid contributions.
- 4 – Strives very hard. Energetic.
- 5 – Self starter. Consistently goes beyond call of duty.

**J. Dependability**

- 0 – Uninvolved. Unreliable.
- 1 – Unsteady, but tries somewhat.
- 2 – Occasionally would come through. Inconsistent.
- 3 – Needs some improvement. Suitable.
- 4 – Very trustworthy. Could be counted on to take responsibility.
- 5 – Always responsible. Kept the group together and in the right direction. Steady influence.