

Rubric: B2 - Usable Signup Form - Mobile			Web Interface & Usability		
Bare Minimum Requirements					
These requirements must be satisfied before any points are awarded. Failing to meet these requirements will result in a zero (0) grade.					
1. A folder containing a series of .jpg images, each with annotations and the correct naming convention (as defined by instructors)					
2. A single .txt file containing the URL to the student's project landing page, accessible via the gh-pages branch of their GitHub.com account					
CATEGORY	% OF TOTAL	EXCELLENT	GOOD	FAIR	POOR
FUNCTION		100	75	30	0
Interactivity	25	* Textual links represent more content / Buttons represent available actions The following were presented using the correct affordance/ signifier: 1. Input Fields 2. Drop Down Menus 3. Radio Buttons 4. Checkboxes 5. "Become a Worsurf Nomad" 6. Agree to Terms 7. Primary/Secondary actions	All but 1 of the required interactivity concepts were presented	All but 2 of the required interactivity concepts were presented	MORE THAN TWO of the required interactivity concepts were presented
Requirements	25	1. Form (16 total inputs) – first name, last name, email, address, city, state, country, zip, phone number, gender, age, destination countries of interest (choose from a list), agree to terms, become a worldsurf nomad, username, password, submit affordance/signifier		All but 1 of the page requirements were presented	MORE THAN ONE of the page requirements were NOT presented
USABILITY		100	75	30	0
Design Patterns	25	1. Streamlined Branding 2. Titled sections 3. Vertical Stack 4. Good Defaults 5. Right / Left Alignment 6. Wizard with Sequence Map 7. Input Prompts 8. Dropdown Chooser 9. Structured Formatting 10. Responsive Disclosure 11. Prominent Done Buttons 12. Same Page Error Messages	All but 1 of the required design patterns were presented	All but 2 of the required design patterns were presented	MORE THAN TWO of the required design patterns were presented
Usability Testing	25	1. A series of interfaces were linked together to create a usability test using NavFlow 2. "HotSpots" create acceptable areas of each interface for users to navigate 3. Task oriented questions were presented to users in the usability test(s) 4. The usability test was shared to test participants (via Facebook or Twitter) 5. The usability test and test results are linked from the student's project landing page			MISSING ONE of the required usability test items
Your Professionalism score is calculated based on the completeness of all (A) self-assessment quizzes					