Department of Computing and Informatics

Undergraduate Programmes Final Year Project

Marking Form 2019/20

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| Student’s name: |  |
| Project title/topic |  |
| Marker’s name | Vegard Engen |
| Marker is | Supervisor / Reader |

For each category, indicate the appropriate marks and provide feedback.

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| **1. Definition of the problem** | <30 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | >79 |
| Provides context: |  |  |  |  |  |  |  |
| Defines the problem: |  |  |  |  |  |  |  |
| Rationale: |  |  |  |  |  |  |  |
| Objectives: |  |  |  |  |  |  |  |
| **Feedback**: | | | | | | | |

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| **2. Review of other work** | <30 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | >79 |
| Comprehensiveness: |  |  |  |  |  |  |  |
| Depth: |  |  |  |  |  |  |  |
| Relevance: |  |  |  |  |  |  |  |
| Critical Evaluation: |  |  |  |  |  |  |  |
| **Feedback**:  Around 5 pages, value of business area. What technologies. How effective are they? Critical evaluation. Try to find contradictions. | | | | | | | |

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| **3. Planning and design** | <30 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | >79 |
| Planning: |  |  |  |  |  |  |  |
| Analysis: |  |  |  |  |  |  |  |
| Processes, methods and tools: |  |  |  |  |  |  |  |
| Solution design: |  |  |  |  |  |  |  |
| Evaluation design: |  |  |  |  |  |  |  |
| **Feedback**:  Essentially, Methodology. Comparison table of different technologies. Agile/scrum because. Prioritise using MOSCOW. Using UML. Wireframe. Prototyping. Software quality. How are you going to evaluate it? SUS. Have the requirements been fulfilled.  This is not as highly weighted for me | | | | | | | |

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| **4. Artefact and solution to problem** | <30 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | >79 |
| Solving the problem: |  |  |  |  |  |  |  |
| Quality of artefact: |  |  |  |  |  |  |  |
| Justification of implementation choices: |  |  |  |  |  |  |  |
| Novelty/difficulty of choices: |  |  |  |  |  |  |  |
| **Feedback**:  The artefact Needs to include more features. For computing. Shouldn’t be about hacking something together. Needs to be approached from a technical perspective. Have you done something novel? Is it difficult? Have you learned to use new libraries technologies? New stuff will be rewarded. | | | | | | | |

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| **5. Evaluation of process and solution** | <30 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | >79 |
| Appraisal of solution relative to other work: |  |  |  |  |  |  |  |
| Appraisal of achievement of objectives: |  |  |  |  |  |  |  |
| Quality of conclusions: |  |  |  |  |  |  |  |
| Understanding of related future work: |  |  |  |  |  |  |  |
| **Feedback**:  Is the conclusion consistent with the findings? May conclude the necessity to perform additional work.  Were the requirements gathered from many people?  You don’t need to meet all the objectives.  Don’t try to make it seem like you’ve achieved more than you have. Being critical is more important. Successful project is not achieving all the outcomes. Be honest about the scope of the project. | | | | | | | |

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| **6. Project Report** | <30 | 30-39 | 40-49 | 50-59 | 60-69 | 70-79 | >79 |
| Documentation structure and coherence: |  |  |  |  |  |  |  |
| Scholarship and clarity: |  |  |  |  |  |  |  |
| Use of English: |  |  |  |  |  |  |  |
| Referencing: |  |  |  |  |  |  |  |
| **Feedback**:  Structure and coherence. Numbered headings. Content in correct sections. Spelling/vocabulary/succinct. All choices need to be justified. I’m using A. Why? How will code quality be assessed. | | | | | | | |

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| **7. Predecessor work. If this project builds on previous work then comment below.** |
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| **8. Justification for your final mark, and any additional comments.** |
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| **Final mark (%):** |