10MCOD CAT 3: Designing a Software Solution

Design Booklet:

	No Evidence	**Below Level**	**At Level**	**Above Level**
1. Brainstorm	No evidence.	Limited brainstorming has been shown into suitable problems or opportunities.	Brainstorming identifies several problems or opportunities related to various student interests.	Brainstorming shows refinement of ideas from broad to specific, focusing on problems or opportunities that are not already resolved.
2. Design Brief	No evidence.	Design brief begins to identify a relevant problem or opportunity, with limited context.	Design brief clearly defines a problem or opportunity, with some discussion of context and features.	Design brief clearly defines a problem or opportunity, and thoroughly describes the context and features.
3. Evaluation Criteria	No evidence.	Some relevant evaluation criteria have been developed, with little detail or justification.	Evaluation criteria have been developed to assess relevant product design factors in the design brief.	Extensive evaluation criteria have been developed to assess relevant product design factors in the design brief.
4. Features and Elements	No evidence.	Some features or elements have been brainstormed, with little connection to the design brief.	Several features and elements have been brainstormed in connection to the design brief, with various levels of importance.	Features and elements have been brainstormed that fully address each evaluation criteria, as well as optional "nice-to-haves".
5. Beta Development	No evidence.	Sketch and feature summary show limited planning before beginning to program.	Sketch outlines basic aspects of the UI, and feature summary shows consideration of the three categories.	Sketch shows detailed plans of the UI, and feature summary sets realistic goals for first round of development.
6. Beta Tests	No evidence.	Less than 3 beta tests conducted, or feedback forms are not meaningfully filled out.	Beta tests have been performed by at least 3 users with meaningful feedback.	5 or more beta tests have been conducted by users from various backgrounds, gathering diverse feedback.
7. Release Development	No evidence.	Beta feedback and process summarised with limited reflection or further planning.	All questions are answered, with some reflection and planning for the final release.	Beta feedback is carefully considered, with thoughtful reflection and realistic goals for the final release.
8. Self-Assessment	No evidence.	Self-assessment shows limited consideration of the evaluation criteria and the final state of the project.	Self-assessment realistically compares the final release with the evaluation criteria and suggests improvements.	Self-assessment shows careful and honest reflection with a clear emphasis on future steps to improve the project.
9. Interview	No evidence.	Student is able to answer some questions about their project and code, with limited understanding or reflection.	Student is able to discuss their project, the design process, and their code in detail.	Student has a detailed grasp of the design process and their code, and thoughtfully reflects on what went well and poorly.