MODULE NAME:	MODULE CODE:
HUMAN COMPUTER INTERACTION	HCIN6222/p/w

## STUDENT NAME:

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		PART 1 RUBRIC	- SKELETON OUTL	INE	
Criteria		LEVELS O	F ACHIEVEMENT	S.	
	EXCELLENT	GOOD	DEVELOPING	POOR	Feedback
	S	core Ranges Per I	Level (1/2 marks po	ossible)	
GENERAL:	8-10	8-10 7-6 5 0-4			
Language usage, referencing, and editing of the document	Language usage, referencing, and e liting of the document are excellent.	Language usage, referencing, and editing of the document are good.	Language usage, referencing, and editing of the document are satisfactory.	Language usage, referencing, and document editing are poor or completely unsatisfactory.	academic writing with prober gramm referencing (Harvard/APA, as require careful editing.  * To achieve full marks, the report sh pollished academic writing with no gr spelling issues.  * Referencing must be complete and throughout (in-text and reference list 'Editing should eliminate repetition phrasing.  * If marks were lost: your sentences ibeen confusing, spelling/grammar er appeared, references were missing/ir or you didn't edit carefully.
Description of	16-20	10-15	6-9	0-5	Full marks expected outcome: A clear, detailed
website functionality	An excellent description that elearly describes the well-site's functionality is included.	A good description that adequately describes the website's functionality is included.	A description that is slightly vague in describing the functionality that the website will offer is included.	A very unclear description of the functionality offered by the website, or the description is missing.	outcome: A clear, detailed explanation of what the website does, its purpose, and exactly how it helps peers (academic, personal or social).  * Excellent descriptions include specific functional ty (features, processes, tasks supported).  * To get full marks, explain who the site helps and how.  * If marks were lost: the description may have beer too short, too general, vague, or not linked to student needs. The purpose and scope may have been too

Usability	9-10	6-8	4-5	0-3	Full marks expected
goals	An excellent	A good	Some details	The description	outcome: Clear explanat of how usability goals
	description of	description of	regarding how	regarding how	(effectiveness, efficiency learnability, memorability
	how usability	how usability	usability goals	usability goals will	error prevention, satisfaction) are applied.
	goals will	goals will be	will be	be implemented	* To get full marks, your design choices should show how the site will be
	implen er ter in	implemented	implemented in	in the website's	easy to use — simple navigation, easy to learn
	the website's	in the	the website's	design is not	efficient, prevents mistakes, and makes use
	design is	website's	design are	included or is	happy.  * If marks were lost: you
	included.	design is	included.	completely	may have only listed goa without linking them to
		included.		unsatisfactory.	your design, or you gave
Desirable	9-10	6-8	4-5	0-3	examples from your site
aspects of	An excellent	A good	Some details	The description	Full marks
user	description of	description of	regarding how	regarding how	expected outcome:
experience	how desirable	how desirable	desirable	desirable aspects	Explanation of how positive
<b></b>	aspects of user	aspects of	aspects of user	of user experience	emotions, aesthetics, and
	experie e vill	user	experience will	will be	engagement will be built into the
	be	experience	be implemented	implemented in	site. * To get full marks,
	implemented in	will be	in the website's	the website's	show how the site will be enjoyable
	the website's	implemented	design are	design is not	visually appealing,
	design is	in the	included.	included or is	engaging, and satisfying to use.
	included.	website's	20052232308E5	completely	* If marks were lost: you may have
		design is		unsatisfactory.	described only functions, but not
		included.		000001315000-340003000 m € 100	how the design creates a positive user experience.
Design	9-10	6-8	4-5	0-3	Full marks expected
principles	An excellent	A good	Some details of	The description	outcome: Application of recognised design
	description of	description of	how design	regarding how	principles (consistency,
	how design	how design	principles will	design principles	visibility, feedback, constraints,
	principles will	principles will	be implemented	will be	affordances, alignment, proximity,
	be	be 🙀	in the website's	implemented in	contrast, etc.).  * To get full marks, apply these principles
	implemented in	implemented	design are	the website's	directly to your design with
	the website's	in the	included.	design is not	examples. * If marks were lost:
	design is	website's		included or is	you may have only listed principles
	included.	design is		completely	without showing how they fit your website,
		included.		unsatisfactory.	or you missed key principles.
Interaction	9-10	6-8	4-5	0-3	Full marks expected outcome: Explanation
types	An excellent	A good	Some details	The description of	of different interaction types (instructing,
	description of	desc / tion of	regarding how	how interaction	conversing, manipulating,
	how interaction	hov	interaction	types will be	exploring) and how they apply.
	types will be	inte action	types will be	implemented in	* To get full marks, explain how users will
	implemented in	type will be	implemented in	the website's	interact — e.g., clicking (instructing),
		implemented	the website's	design is not	chatting (conversing), dragging
	the website's	implemented			1 (magninulation)
	the website's design is	in the	design are	included or is	(manipulating), exploring.
			design are included.	included or is unsatisfactory.	exploring. * If marks were lost: the explanation may
	design is	in the			exploring. * If marks were lost:

Social	9-10	6-8	4-5	0-3		
Interactions	An excellent description of how social interactions will be implemented in the website's design is included.	A good description of how social interactions will be implemented in the website's design is included.	Some details of how social interactions will be implemented in the website's design are included.	The description regarding how social interactions will be implemented in the website's design is not included or is completely unsatisfactory.	Full marks expected outcome: Explanation of how the site supports social interaction (sharing, collaboration, community engagement).  * To get full marks, show how the site lets people connect or work together – e.g., discussion boards, sharing tools, commenting, collaboration.  * If marks were lost: your explanation may have been vague, only about features, or missed opportunities to explain how people actually interact.	
Emotional	9-10	6-8	4-5	0-3		
interaction	An excellent description of how emotional interactions will be implemented in the website's design is included.	A good description of how emotional interactions will be implemented in the website's design is included.	Some details regarding how emotional interactions will be implemented in the website's design are included.	The description regarding how emotional interactions will be implemented in the website's design is not included or is completely unsatisfactory.	Full marks expected outcome: Explanation of how the design evokes positive emotions and reduces negative ones (trust, motivation, enjoyment). *To get full marks, explain how your design makes people feel safe, motivated, happy, and confident. *If marks were lost: you may have focused only on functionality and not included emotional or trust aspects.	
Web Content	9-10	7-8	4-5	0-3		
Accessibility and Guidelines (WCAG) 2.0	An excellent description of how WCAG will be implemented in the website's design is included.	A good description of how WCAG will be implemented in the website's design is included.	Some details regarding how WCAG will be implemented in the website's design are included.	The description regarding how WCAG will be implemented in the website's design is not included or is completely unsatisfactory.	Full marks expected outcome: Demonstrates how WCAG principles (perceivable, operable, understandable, robust) are applied.  *To get full marks, apply accessibility rules — alt text for images, readable fonts, high colour contrast, captions for videos, and keyboard usability.  *If marks were lost: you may have only mentioned accessibility without examples, ignored key WCAG principles, or been too general.	
Part 1 TOTAL				1	/100	