

Grading Criteria for Mobile Computing

Xianhui Che (Cherry)

	Functionalities and Reliability (40%)	Development Practice (10%)	Usability Practice (30%)	Usability Analysis (20%)
1:1	<p>A full list of required functions including image display, number tapping, image dragging, result verification, result display, and restart the game.</p> <p>The app can run smoothly. No crashes or errors after repeated testing.</p>	<p>Well-planned task cards on the Kanban list. Frequently updated lists according to the progress. The project management schedule complies with the version control repository.</p>	<p>Appealing graphic interface. Easy-to-operate functionalities. Thoughtful design with the right sized images and view displays. Engaging interaction (e.g. some animation effect).</p> <p>Screen-fit programming compatible with any iPhone models.</p>	<p>In-depth evaluation of the app design and implementation. Theory models applied to the analysis. Future improvement fully discussed. Proper references used.</p>
2:1	<p>Not all the functionalities have been implemented, but with a few improvements the app would be a ready-to-sell product of this kind.</p> <p>The app can run smoothly for the first or second time, but there may be some errors or crashes after repeated testing.</p>	<p>Well managed project on weekly basis overall.</p>	<p>User-friendly interface. Might be lack of animation but still delivers a delightful graphic effect. Relatively easy to operate for a child.</p> <p>May work well on certain screens but not others.</p>	<p>Commendable quality of work containing all relevant analysis and discussions. May be lack of critical analysis. A minor effort of improvements still required.</p>
2:2	<p>Partial functionalities have been implemented.</p> <p>The app can run most of the time. There may be occasional crashes.</p>	<p>Genuine attempt on the agile management and version control but with relatively large time gap.</p>	<p>Some parts of the app may be not very straightforward to use. Graphical effect is relatively dull.</p> <p>Not compatible with all iPhone models.</p>	<p>Satisfactory level of understanding. Proper concepts are demonstrated with evidence.</p>
3 rd	<p>Genuine attempt on the app, but many modules are incomplete.</p> <p>The app is capable of running, but may be stuck in a few states during operations.</p>	<p>Only a couple of backup and project management attempts during the 8 weeks of development process. Mismatched or doubtful submissions made.</p>	<p>The app is hard to manipulate for a child user. The graphic interface is boring for young-aged user group.</p> <p>The screen layout is not even working well on one particular model.</p>	<p>Brief discussion on the subjects. Familiarity with the usability concept, but unable to form an evaluation.</p>
Fail	<p>The app does not run at all.</p>	<p>No exercise towards agile management and version control. Fabrication of the process.</p>	<p>A non-working app submitted.</p>	<p>Very brief text on the subject. Academic dishonesty.</p>