Contents

[I. Introduction 2](#_Toc161430705)

[II. Evaluation 2](#_Toc161430706)

[A. Product Evaluate 2](#_Toc161430707)

[B. Team Evaluate 4](#_Toc161430708)

[C. Self-evaluate 4](#_Toc161430709)

[III. Conclusion 4](#_Toc161430710)

[IV. Reference 4](#_Toc161430711)

[V. Appendix 4](#_Toc161430712)

# Introduction

This course work aim in evaluation including product and process of develop product, by giving provide screen capture, comment about the advantages and disadvantages of product, not only the end product but also the whole process from the beginning to the end of process. Addition, this course work also provide a critical about the team working and performance by create a weight scoring model to assess individual contributions base on chosen criteria. Commenting about the effective each person and highlight about strengths and weaknesses. Further more, this course work also provide a self-evaluation component entails candid reflection on personal contributions, delineating undertaken tasks, challenges faced, and strategies employed, alongside a reflective analysis of personal performance.

# Evaluation

## Product Evaluate

* Usability:

The product base on friendly to use make the website usable even inexperience end-user could use it fluently, un-authorite user could be authorite by registration a account, the color of the main website is mainly focus in White and contrast as black which make the website feel modern and suit for most people since it don’t contain any high contrast color which might cause some people feel annoying. Further more and website is useable from many platforms for example it could be used in phones, Desktop, tablets while remain good-looking user interface.

* Functionality:

Our website offers various functions tailored to different user roles. Administrators have the ability to create and delete accounts, ensuring smooth management of user access. Users, including administrators, mentors, and interns, can easily log in and out as needed. Mentors can manage their personal details, while interns can also update their own information. Interns can submit their work through the platform, and download related documents conveniently. Mentors can oversee a list of interns under their guidance, review their work, and provide valuable feedback. Interns can then check this feedback and update their work progress accordingly. The website prioritizes simplicity and ease of use, ensuring that users can navigate effortlessly through its features

* Security:

The system remain high quality of security and privacy due to requirement of account to use functions and some function could only accessible by specify role of account. For example, only admin could create, update, delete the academic year to access admin authority level must require another admin account to set role for the basic account. The password of account also protect by encrypting the Password. The system use bcrypt hash which is one way encrypting function meaning that it cannot be reversed to obtain the original password. Even if there is a attacker who success break in to database system there is nothing they can do to stealth personal account.

* Design:

The Design will be judge in Nielsen’s Heuristic for user interface (Nielsen, 2024) how the website implement the heuristics.

* + Visibility of system status

The website notify end-users what the function operation for example, when user create a contribution on the system user will be notify if the creation success or not. Which support the heuristic of Nielsen.

* + Match between system and the real world

In the real word it might odd to use word of authenticate rather than simply login, some people might do not understand the authenticate word so we follow the it and use log-in it just a example of many other aspect we follow the heuristic.

* + User control and freedom

The website remain a header which help end-user to return homepage easily no matter where their going in the system whenever they just get into some page they do not similar with they could just click in the icon of the logo to return homepage which follow the heuristics.

* + Consistency and standards

The website have a same meaning for difference situation when it mean create, then user know that the button will create a object of where they are, for example when their in Faculty it will create a Faculty.

* + Error prevention

The website will prevent the error occur by stop end-user submit a in-complete information for example, the website will ask to fully fill in the blanks before create or update anything. Further more the website also prevent duplicate important information for example un-authorite user able to create new account but they cannot use the exitsted email to create a new one.

* + Recognition rather than recall

The website simple way to use and not require user to memorize anything except their password and user name for example to giving feedback sometime user might forgot which contribution their attempt to give feed so we make the contribution id show so their not require to memorize anything which follow the heuristics.

* + Flexibility and efficiency of use

The website able to let user to customize their personal info picture. Which might show user character make their feel more about the personal in the system which is follow the Heuristic.

* + Aesthetic and minimalist design

The website remain stay in minimal functions not making user feel overwhelm by giving them too much feature to use which follow Heuristic of aesthetic and minimalist design

* + Help users recognize, diagnose, and recover from errors

The website when ever happen error the system will suggest user to contact developer by giving email and phone number so user could contact to get help quickly which follow Heuristic of Help users recognize, diagnose, and recover from errors

* + Help and documentation

When Registration account the website have text to guide user which information should their input to the field which follow rule of Heuristic help and documentation.

* what could be improve:

in re-evaluate the process and product, the implement of the final product is match the requirement of customer, the product archive the maximize output as calculated. It is a discernible that product was the best of capitality of our team during limited times in new technology to our self, However, considering the potential for extended development time, several enhancements could be considered to further augment the product's functionality and performance.

One of the first improve ment that I would add-on to the website is export data to excel to make it easier for business work. It provide a convenient data outside of the platform. More over, transition the website to cloud-base improve the useability and reachable to much more end-user provide a significant benefit in term of scalability, reliability, and accessibility. Further more, optimizing the search algorithms within the platform could contribute to faster load times and a more efficient user experience. By fine-tuning these algorithms, users would benefit from quicker access to information, enhancing productivity and satisfaction with the product. Additionally, integrating artificial intelligence (AI) capabilities, such as a Chatbot powered by technologies like ChatGPT, could elevate the user experience to new heights. The incorporation of a Chatbot would serve as a helpful resource for users, providing assistance and guidance whenever needed. Users encountering difficulties navigating the website or interpreting feedback could simply engage with the Chatbot to receive immediate clarification and support. This user-friendly feature would contribute to a more intuitive and interactive experience, ultimately enhancing user satisfaction and engagement. Moreover, given additional time for refinement, the feedback system could undergo further enhancements to facilitate more advanced functionality. Implementing real-time processing capabilities would enable instantaneous communication between mentors and interns, fostering greater collaboration and feedback exchange. This dynamic approach would promote interactive and constructive dialogue, ultimately leading to improved learning outcomes and project outcomes for all stakeholders involved.

## Process Evaluate

To implement the website firstly our team came up with approach method we decide scrum methodology cause we find out that proper way to develop a product. The main advantages of scrum is the take part in of client during development continuesly, beside that we could take advantage of show to client the prototype then take the feed back to improve so the final product will be what client really wanted. To archive the scrum method we decide to meeting each week face to face and each week have at least 3 meeting online. Further more, we create a backlog which really useful for identify the main feature and side feature which is critical and which do not. By giving the backlog we use other method call user story which mean as a role of user their want feature which really helpful cause the website have plenty of roles and each roles require difference kind of feature so it would be easy if tell a user story then identify the function. Then we sorting the backlog item to prints and plan to implement for each print. Then we decide the technology to implement our website, we have a meeting which is really taking times cause us all showing the technology we want, the database we must really though of cause in case of use non-structure database is quite challenge since we do not have much experience except Khoi who have work with the non-structure database then we decide to use MongoDB due to advantages and similar of database designer. In the same meeting we also decide to test our skills so really come up with idea of using spring boot to create a website. After that invidually we research our self about the spring boots, about anything structure, tag, component, framework,… for some personal reason our database designer late for teaching team members how to connect and use the database. After that we rush out to implement the Create, update, delete and view for each model. After that we have problem with login since it quite challenging to implement login and registration method. So we decide to leave it to Loc. Our team really out of human resources. So we really have to rush out to meet the deadline to show product to our client. It turn about we have misunderstand the requirement of the client safter get the feedback when rush out to implement to make the website meet the requirement. We have work so hard but the time is limited, further more, by using source control like github it prevent us to work due to scared of error which could throw all of our work out of window and it was happen before with the authoriate functions. And commnucate between team members is quite delay for some technical problem about our online time and issue of notification which I believe that it is a most cause for failure of show the end-user the product.

## Team Evaluate

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Factor** | **Average Rating** | **Comments** |
| Nguyen Phuoc Loc | Attendance:**10** Timekeeping:**10** Initiative:**9** Communication:**10** Collaboration:**9** Focus:**7**  Commitment:**10** | **9.2** | There is not much to comments about Loc, he done good job and make it on time. He a dedicate person when he commit a feature he would do it very seriously and he make it perfectly work. |
| Nguyen Nhat Khoi | Attendance:**10** Timekeeping:**10** Initiative:**8** Communication:**8** Collaboration:**9** Focus:**10**  Commitment:**8** | **9.0** | Khoi was the scrum master of the group; he was present at all meeting. As the scrum master, but he not so good at leading members, he done mostly anything need to be done at small amount of times. He the one would take members idea to critical to make sure the idea is good for the project but him self didn’t give much idea. He the one who would done the work which no one wanted to take. |

For conclusion:

## Self-evaluate

As a team member I’m assign as web designer and developer, I take responsibility to create a good looking template also follow the rule of design of Nielsen’s Heuristics for User Interface Design. I planning on using free template online and separate the template of customer and admin cause I think that admin Don’t need a very complex to satisfy view I want a simple looking for admin and good looking for other role of end-user.

Thing really rough on using the online template to implement view I have to deal with first things first I was have to import the files of the template into the project which really take my time to notice I must put it in specific folder to make it functional. And also the template I choose was really bad for admin cause it too simply it have no functional then I must to find other template and import it again modify the Ref, source which took me a lot of time. Then I have to separate the header and footer to make it easy to maintain in the future. For the view we use a dependency of spring boot which is thymeleaf it support pretty much things so thing do not get so rough personally I’m not really a good design but I must done this cause I might the one who have most experience in design things. After finish implement the template for admin I take part in Create Create, update, view, delete for models, I was really hot head when database designer done a poorly research about database, I get the raw version of create, upgrade and delete in the Main files not following the MVC. I was really disappoint and take action my self in that day with my knowledge about the MVC and spring boot I manage to done 1 models to take that as example to create other. Our team using github to store source and working together. Sometimes the github is error cause we accidently modify in the same view, which cause the template error again then I have to change the template a again and make sure it functional. After that we found the database actually not design well then we must fixing the CRUD(Create ,read, update, delete) again which cause many frustrate and waste of time. After that I keeping working on the Homepage. I find out a really good looking template online I import it into the project modify things to work out, and it functional. But then I relize that the website must usable in difference device again the template is working but the header is not working so I have to check out which don’t work and fix it again after that it work but the admin template still and this time I decide to use other template than the old ones cause it too simple and boring. Beside that I’m handling the part of create contribution including uploading files, update files, delete files. And then I create function for download many files in Zip type.

In evaluate my self in the project and the role of my-self since our team only have 3 members including the leader. We really out of human resource so I believe that each member is really done their work including my-self I’m take part in as web designer I see that I’m done pretty good job. I’m a really dedicate person since I was solve many problems which cost me a lot of time but I do not give up at all.

I’m might find out my self good at remain calm in many difference situation. But when I really lose temper I will take action even though it other people job. I think it not a good idea to take other people job since I not really understand it. And I also might be good at encourage people. When other member ready to give up I encourage them to keep working and tell them to try other approach and they really make it.

# Conclusion

In conclution, this course work provide a evaluation giving a deeply valuable insight into various aspect of not only project, also the process and team working. By judge the product. I’ve gained understanding of our team product strength and weakness and also a things need to improve.

By Evaluate of the team performance it hightlight the collaboration, communication, indivual commitment and contributions to achive a quality end product. By working in team each person understand other people strong and weakness and also including them self.

Further more, self-evaluation emphasized the important of self reflection and personal. Identify which part is good and not good, in indual work and team working. Provide a further self understanding following the process of working in group.

In addition, by judging the process of develop the product. I’ve gain a lot of team working skill and knowledge about how to increase team out put. Group working require invidual working and working in team as well to maximize output it must be depend on invidual performance and how leader leading team member to archive goals.

While there were challenges, such as the failure to consistently follow Scrum practices each week, which lead to lack of performance and clear direction .overall, the team managed to implement the website successfully and deliver a product that met customer requirements. This experience underscores the importance of individual performance and effective leadership in driving team success.

# Reference

# References

Nielsen, J., 2024. [Online]   
Available at: https://www.nngroup.com/articles/ten-usability-heuristics/

# Appendix