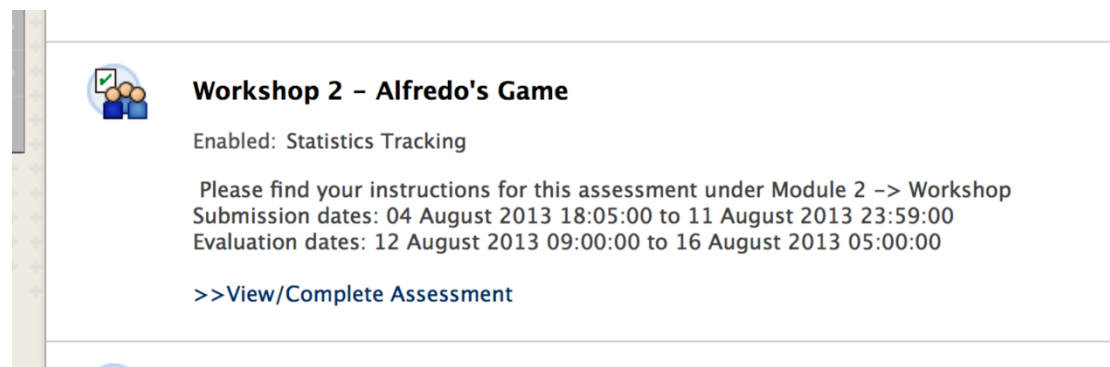# Self- and Peer- Evaluation on Blackboard

As you know, this semester we are using self- and peer- evaluation of workshop submissions in Programming Principles. This document guides you through the process. Please do your best to complete this task properly.
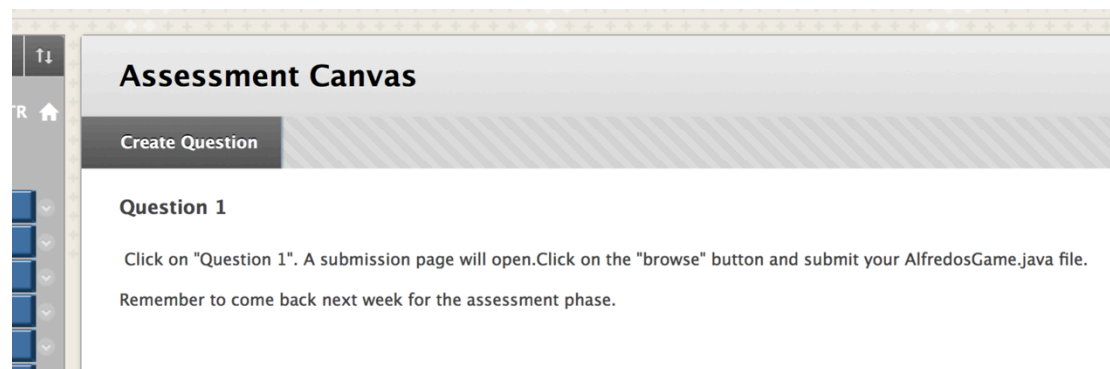
Step 1

Log in to Blackboard and click on the **Assessments** tab. Scroll down until you come to the Workshop to be evaluated. It might look like this:

Step 2

Click on **View/Complete Assessment**. This should take you to the page below.

Step 3

Click on the bold **Question 1**. During the submission period, this will take you to the submission page (where you upload your submission). During the evaluation period, it takes you to the evaluation page, which will look something like this.

Evaluation Overview: Workshop 2 – Alfredo's Game

Assessment Name	Workshop 2 – Alfredo's Game
Questions	1
Instructions	Please find your instructions for this assessment under Module 2 –> Workshop
Evaluations to Complete	Peer evaluations: 2
	Evaluate your own assessment submission
Evaluation End Date	16 August 2013 05:00:00

Evaluations

Name	Status	Points Allocated
User 0	Not Started	0/2
This is only an example.		
User 1	Not Started	0/2
This is only an example.		
User 2	Not Started	0/2
This is only an example.		

Step 4

Instead of **User 0** you will see your own name. Click on your name to do a self-assessment. You should go to this page:

Evaluation: User 0

Assessment Name	Workshop 2 – Alfredo's Game
Submitter Name	User 0
Assessment Points	0/2 points

Allocate points and optional feedback for each criterion in the question.There will be a different submission response to evaluate for each question. Review the submission response for each of the questions according to all of the criteria for each question.

Question 1 of 1   1

Question	Click on "Question 1". A submission page will open.Click on the "browse" button and submit your AlfredosGame.java file.
	Remember to come back next week for the assessment phase.
Model Response	Model Response
Question Points	0/2 points
Submission	(sample submission text)

Criteria

Criteria Completion Status
1

Criteria 1

The correct output should be

Alfredo's game should make a profit of $6742.40
Don't worry if there are extra decimals places in the answer.

Give 0 for no attempt, 1 for a poor attempt, 2 for one that is correct or almost correct.

Criteria worth 0 **to** 2 points.

Feedback

Points possible: 2 0

Save and Submit

Cancel   Submit

Step 5

Near the Submission box, you should see a link to the .java file that you submitted (or maybe you submitted a zip file). Download that file, and put it into a BlueJ project. There are lots of ways to do this. E.g.

1. Create a new BlueJ project. This will create a folder. Drag the .java file into the folder. Close and re-open BlueJ. OR
2. Create a new BlueJ project. Create a new class in that project. Replace the contents of that class with the contents of the .java file (cut-and-paste).

If the submitter has submitted a zip file, you will have to unzip it first. In some weeks, the submission might be a whole BlueJ project instead of just one .java file. You should be able to figure it out.

Step 6

For each of the citeria (in the above example there is only one), type in the score you think the submission is worth (in the above example, 0, 1 or 2). Sometimes there will be a check-box to click on instead of typing a score in.

Step 7

Add any feedback you think will be helpful to the submitter.

Step 8

Click Submit

Step 9

Repeat steps 4-9 for User 1 and User 2.

OK. Thank you. You are done.