

Hypermedia Applications (Web e Multimedia) 2017-2018

Course Introduction

Teachers:

Franca Garzotto

Vittorio Zaccaria

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EXAM: project based

3 parts, 1 project:

1. Design and Usability Study (Prof. Garzotto)
2. Front-End Implementation (Prof. Gelsomini)
3. Back-End Implementation (Prof. Zaccaria)

In addition, answering *questions on technology*


- In a short *written* exam
- Orally, during *technology project discussion*

Goal: to verify balanced participation to technology project («did YOU really contributed to implementing this project?»):

Project specifications assigned by teachers (example from last year: Web site for a health institution (e.g., hospital)



Suggestion: **TEAM** work among 2-3 people (max 3)-the group must be the same for all parts

EXAM: project activities

1. Conceptual Design of a web application according to the assigned specifications
 2. Design Reporting (Documentation)
 3. Prototyping (using front-end technologies)
 4. Prototype technical documentation
 5. Usability evaluation of the prototype
 6. Usability Evaluation reporting
 7. Back-end implementation
 8. Back-end implementation documentation
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EXAM: project output

Output to deliver: **2 parts**

- | | |
|---|--|
| <ul style="list-style-type: none">1. Prototype 1: interactive prototype for a subset of the designed application, using some of the FRONT-END technologies presented in the course2. Technical Documentation of Prototype 13. Design documentation (diagrams, tables, and wireframes)4. Usability Report |  <div style="display: inline-block; vertical-align: middle; text-align: left;"><div style="display: flex; flex-direction: column; align-items: center; justify-content: center;"><div style="margin-bottom: 10px;">P</div><div>A</div><div>R</div><div>T</div><div style="margin-top: 10px;">1</div></div></div> |
| <ul style="list-style-type: none">5. Prototype 2: interactive prototype for a subset of the designed application including BACK-END implementation, using some of the technologies presented in the course6. Technical Documentation of Prototype 2 |  <div style="display: inline-block; vertical-align: middle; text-align: left;"><div style="display: flex; flex-direction: column; align-items: center; justify-content: center;"><div style="margin-bottom: 10px;">P</div><div>A</div><div>R</div><div>T</div><div style="margin-top: 10px;">2</div></div></div> |

Exam Rules

In order to pass the exam, **both** parts must be evaluated as sufficient

Evaluation is based on

- Teachers' analysis of both parts
- Teachers' testing of the code
- *Oral or written answers to technology questions during the discussion of implementation project (scored passed/not passed: no extra points if passed):*
few questions on technology, to verify that each member of a project team has contributed to the implementation effort

Weighted scores:

Prototype 1: 30% of final score

Design and Usability: 30% of final score

Prototype 2: 40% of final score

Exam Rules (continuation)

- The project topic and specs assigned during the course
 - remain the same till July.
 - **will be changed in September and February**
- Part 1 can be delivered DURING the course
- The score achieved on Part 1 DURING the course will hold till the end of July. After that date it is mandatory to re-do the entire project
- If a member of the project group does **not** pass the written/oral exams on technology it is assumed that he/she has not contributed actively to the implementation work of the team: **he/she will have to leave the group and submit a different project**