CSC 276 Rubric Contract Grading: Human-Computer Interaction

The following rubric is used to assess the level of student learning in CSC 276 as it relates to creating an HCI design. See the class syllabus for details on how this rubric is used. For purposes of computing an assignment grade, any criteria deemed unacceptable shall have a numeric value of (50%). All criteria are weighted equally when averaging for an assignment grade.

Criteria	**Acceptable (C=75%)**	**Better (B=85%)**	**Best (A=100%)**
Modeling techniques (e.g., STD, statechart, STT, event table)	• Two or more notations are not valid (not part of the modeling technique). • Two or more notations not used properly.	• One notation is not valid (not part of the modeling technique). • One notation not used properly.	• All notations on a diagram come from same modeling technique. • All notations on a diagram are used properly based on the semantics of the modeling technique.
Efficiency	• GUI: Some scrolling is required to view all content. • GUI: Number of actions required to control flow is close to minimal. • TUI: Amount of text entered to control flow is close to minimal. • Amount of informational text displayed is close to minimal and not completely understandable.	• GUI: No scrolling required to view all content. • GUI: Number of actions required to control flow is close to minimal. • TUI: Amount of text entered to control flow is close to minimal. • Amount of informational text displayed is minimal but not completely understandable.	• Same. • GUI: Number of actions required to control flow is minimal. • TUI: Amount of text entered to control flow is minimal. • Amount of informational text displayed is minimal and understandable.
Learnability	• Design uses non-standard UI objects and metaphors. o GUI: common user controls. o TUI: menus, prompts, commands. • Use of HCI is not completely intuitive • Design a little inconsistent across all interactions. o GUI: across all windows/pages. o TUI: across all menus, prompts, commands.	• Design uses standard UI objects and metaphors. o Same. o Same. • Same • Same. o Same. o Same.	• Same. o Same. o Same. • Use of HCI is intuitive. • Design is consistent across all interactions. o Same. o Same.
Utility	• Most information pertains to purpose of an interaction. • Design has a few flaws in logical flow between interactions.	• Most information pertains to purpose of an interaction. • Design has logical flow between interactions.	• All information pertains to purpose of an interaction. • Design has logical flow between interactions.
Design artifacts	• Two major inconsistencies in the HCI design artifacts (or one major inconsistency and lots of small inconsistencies).	• One major inconsistency in the HCI design artifacts (or lots of small inconsistencies).	• All HCI design artifacts are consistent with each other (or have a few small inconsistencies).

Acronyms: GUI (Graphical User Interface), STD (State Transition Diagram), STT (State Transition Table), TUI (Text-based User Interface).