

SENG 310: Assignment #3 Marking Scheme

NOTE: *This is a general marking scheme. Additional marks may be deducted for unanticipated issues with your submission.*

Team Name:

Student Names:

General

Lab Attendance [/6]

- This is an individual mark for each member of the group
- Attendance in Lab 2 and Lab 3 (Week of May 25th, June 1st)

Lab Activity [/5]

- Critique of another group's low fidelity prototype (Week of June 8th)

Submission & Writing Style [/5]

- Conciseness
- Clarity/Grammar
- Followed submission instructions (read them carefully)

Part 1 – Proposal

Formal proposal [/6]

- key items are identified:
 1. the problem you are tackling,
 2. what evidence there is to support that this problem exists (based on interviews),
 3. how your system will solve this problem,
 4. what technologies it will involve.
- Scope is large enough
- Focuses on the UI

Part 2 – Conceptual Design

Design document [/8]

- Created from your choice of conceptual design methods covered in lecture or the textbook.
- At least 4-6 screens are conceptually designed to support your 3 scenarios
- Scenarios have been revised as necessary

- Organized in a meaningful way, from a user's perspective (screens, flow between screens)
- It is clear how the screens relate to each other

Part 3 – Individual Paper Prototype

Interface sketches of the overall system – individual [/8]

- Interface supports your three scenarios
- All relevant screens are represented and design of the screens is clear / unambiguous
- Text and icons are clear
- It is clear how each sketch corresponds to the conceptual design created in Part 2
- Half of the marks are subjective.

Part 3 – Individual Paper Prototype

Interface sketches of the overall system – group [/12]

- Interface supports the three scenarios
- All relevant screens are represented and design of the screens is clear / unambiguous
- Text and icons are clear
- It is clear how each sketch corresponds to the conceptual design created in Part 2
- Rational for proposed design is consistent with other design artefacts submitted (proposal, content diagram, and paper prototypes), requirements documents and Norman's principles covered in lecture
- 5 of these marks are subjective

Total [/ 50]