1. **Introduction**
   1. **Motivation**

A potential criticism of how the programmes present assessments to students is that it can be opaque and whilst detailed thought with regard to how they link throughout the year has often been conducted, there is no tool available that presents this to either staff or students.

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Occasionally there are the clustering of deadlines, although frequently this is unavoidable the ability to clearly see this on an infographic at the start of the year would be invaluable for students to manage time and staff to manage expectations.

Another pedagogically relevant function of the software would be to map the feed in from formative assessments to that of summative ones along with where summative feedback may have application to future assessments. If this could be hyperlinked back to the actual locations where the feedback is held would be an extremely powerful learning tool to enhance the application of feedback to learning. The ability to see these links in one location would be invaluable to both staff and students.

* 1. **Objectives**

The objective of this project is to address the existing limitations in how assessment programs are presented to students by developing a comprehensive tool that enhances transparency and provides valuable features for both staff and students. The project aims to achieve the following:

1. Improve Transparency: Develop a tool that presents assessments in a clear and transparent manner, allowing students and staff to easily understand how assessments are linked throughout the year.
2. Deadline Management: Create an infographic or visual representation of assessment deadlines to help students effectively manage their time and assist staff in setting realistic expectations.
3. Feedback Integration: Design a software function that maps formative assessment feedback to summative assessments and identifies where summative feedback can be applied to future assessments. The tool should provide hyperlinks to the specific locations where feedback is stored, enabling students to utilize feedback for enhanced learning.
4. Enhance Learning Experience: Develop a user-friendly interface that enables both staff and students to easily access and navigate the assessment links and feedback. The tool should provide a centralized location for viewing and utilizing these resources, enhancing the application of feedback to learning.

By achieving these objectives, the project aims to improve the overall assessment experience for students and facilitate effective assessment management for staff.

* 1. **Challenges**

One of the potential challenges for this project is the development of a tool that effectively addresses the transparency and integration issues in assessment programs. Some specific challenges to consider include:

1. Data Integration: Integrating and synchronizing assessment data from various systems and sources within the university can be complex. Ensuring the tool can seamlessly access and retrieve assessment information from different platforms and databases may require careful data integration and management strategies.
2. User Adoption: Encouraging both staff and students to embrace and utilize the new assessment tool can be a challenge. Overcoming resistance to change and ensuring adequate training and support for users will be crucial for the successful adoption and implementation of the tool.
3. Technical Implementation: Developing a user-friendly and intuitive interface that effectively visualizes assessment links and feedback requires sound technical expertise. Balancing functionality with simplicity, and ensuring the tool is compatible with different devices and operating systems, may present technical implementation challenges.
4. Scalability and Maintenance: As the tool is intended to be used by a large user base, scalability becomes essential. Ensuring the tool can handle increasing data loads and user traffic, as well as providing regular updates and maintenance to address any technical issues or evolving requirements, will be vital for its long-term success.
5. Collaboration with Stakeholders: Collaborating closely with staff, students, and relevant university departments to gather feedback, address concerns, and incorporate their input into the tool's development poses a challenge. Effective communication and engagement with stakeholders throughout the project lifecycle will be necessary to ensure the tool meets their needs and expectations.
   1. **Methodologies**

We looked to base our project methodology around the agile philosophy, which is an iterative project management methodology that breaks projects into smaller chunks for constant delivery and customer feedback.

* 1. **Client Brief**

1. **Background** 
   1. **Related work**

The project addressed the lack of a comprehensive assessment management tool at the university. Evaluation focused on user experience rather than technical complexity, drawing insights from web-based programs and frameworks. This approach aligned with user-centered design principles and current academic trends in software development. The project aimed to bridge the gap in assessment management, prioritizing usability and aligning with contemporary academic discourse. By leveraging web-like programs and frameworks, the project contributed to the field of assessment management in higher education institutions.

* + 1. Assessment manage tool
    2. RESTful APIs
    3. Existing time-manage tools
  1. **Requirements (design direction)**

Given that the intended reach of the application is limited to the University, the stakeholders are mainly present within the University. The main stakeholders identified include: students, staff. Students are likely to be the group most affected by the program, therefore the group focused on the needs of the students while taking into account the various needs of the lecturers.

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| Student  Staff at the uni |  |  |  |

1. **Design and Implementation** 
   1. **Design of the web**
      1. Web features
      2. Interface design
      3. Prototyping
      4. Working design
   2. **Implementation**
      1. Project management and teamwork
      2. Project structure
      3. Technologies used
      4. Main challenge in development
2. **Testing and Evaluation** 
   1. **Testing**
      1. Development testing
      2. User testing
   2. **User evaluation**
      1. Evaluation methodology
      2. First round of user evaluation
      3. Second round of user evaluation
      4. limitations
3. **Conclusion and Future Work** 
   1. **Critical evaluation**
   2. **Hand-over**
   3. **Future work**

There were time constraints on this project that meant that scope and time management was an important consideration throughout the process. There were however several potential developments that could have been undertaken if more time was available.

Firstly….

Secondly….

* 1. **Contribution statement**