



# ASSESSMENT GUIDELINES

Technological Basics II  
WS 2018/19



**Deadline: March 15th 2019**

(Notice: There is no second  
deadline!)

## MAIN GOAL:

Fully implement and finalise the project prototyped in TB I.

(Alternative: Fully implement a new idea. But notice: no prototypes accepted at this stage anymore. You have to deliver a **fully** finalised application. This application should also comply to the criteria described in the assessment guidelines of TBI)

## CRITERIA OF EVALUATION:

- ▶ complexity / effort
- ▶ creativity / autonomy of the idea / originality
- ▶ usability / artistic expression / scientific, societal or social benefit

## REQUIREMENTS:

1. Deliver the **source code** for your application as a Python file or as a binary executable for a specific platform, via email to [lingor@leuphana.de](mailto:lingor@leuphana.de) or as an upload to your Github profile (send me the link).

Parts your application *has* to include at this point:

- **User input** and a **back end** processing this input.
- A **GUI**. Use a library introduced in the beginning of this semester (TKinter, kivy etc.) or build a website and use HTML and CSS for building a front end.

2. Deliver a small **documentation** of approximately 5 pages long (German A4 format, 12pt, 1.5 spacing, no images), which shall contain a final reflection.

Shortly (re-)introduce your idea. Describe the progress you made since your prototype. Describe and discuss the challenges you encountered during the development process. Describe the decisions you took while developing your application and explain why you decided for a particular option against other possibilities. Describe and discuss specific problems. Note: This part is particularly important if you could not finish your application as intended and it cannot be considered a fully functional application. You can improve your mark with this part.

## FAQ:

**Q:** Will an incomplete project affect my grade?

**A:** Yes, it *can* affect your grade. **But:** you can **make up** for it with a solid and in-depth reflection and analysis of the issues, showing your level of understanding and expertise. There is always a good possibility that certain issues occur unexpectedly during the development process. If you succeed to convincingly explain why you could not anticipate the problems, you can make up for incomplete or malfunctioning parts.

Also it is possible that your initial idea required more time in general. For instance you might have planned that state-of-the-art social network app, but now you realise that you underestimated the time to build all components. In this case I will grade you according to the **effective effort** that you invested. Nevertheless you should still have some basic functionalities in a **stable** condition. If you deliver an unstructured and messy project which falls apart on all ends, it will not have a positive effect on your evaluation and will be almost impossible to balance out in your reflection. Concentrate on one issue and solve it. Then proceed to the next.

Bottom line: you should try and deliver a **MVP** ([https://en.wikipedia.org/wiki/Minimum\\_viable\\_product](https://en.wikipedia.org/wiki/Minimum_viable_product)), with the core functionalities running stable.

Make sure you plan in a way to have enough time for the documentation. Do not try to solve a problem till the very last moment. Work with foresight and stop problem-solving in time, to have enough time to describe and analyse the problem in a structured way.

**Q:** Why isn't there a second deadline this semester?

**A:** There is **generally** no second deadline for practical projects according to the "Prüfungsamt". The fact that there was one last semester was based on my interpretation of the inconclusive info in the myStudy-description of the seminar, which contained a resit date (and which I hadn't edited myself). Since I had already announced the second deadline in class, I didn't want to take away that opportunity to those people who had counted on it.