Group Assessment Contribution Form

Course: COS30049 - Computing Technology Innovation Project

Project/Assignment Title: Assignment 2

Group Number: 888 – Peaky Blinders

1. Group Members:

Please list down all members of the group, including yourself:

1. Name: Xuan Tuan Minh Nguyen Student ID: 103819212

2. Name: Trong Dat Hoang Student ID: 104194774

3. Name: Ba Viet Anh (Henry) Nguyen Student ID: 103807246

2. Team Member Contributions:

In the table below, please describe the tasks each group member was responsible for and evaluate their contributions to the project. Ensure there's a consensus among team members regarding these evaluations

Group Member	Tasks	Contributi on (100% In total)	Quality of Work (1-5)	Timeliness (1-5)	Collaborati on (1-5)
Henry	Handle Missing Data Remove unnecessary duplications Split data to train and test data Categorize Variables Identify Features / Libraries	33.3 %	5	5	5

	Feature selection and Prepare Training Data Evaluate Performance Metrics Write Report				
Xuan Tuan Minh Nguyen	Acquiring Datasets Standardize data and resolve confilctions Split train/test data Identify Features / Libraries Train and tune model parameters	33.3 %	5	5	5

	Evaluate Performance Metrics Write Report Document the Code				
Trong Dat Hoang	Correct Inconsistencies Normalize features Create Stream and Data Pipeline Identify Features / Libraries Research and Select ML Model Evaluate Performance Metrics	33.3 %	5	5	5

Maintain the code		
integrity		
Write Report		

Contribution and Grading Policy:

- 1. **Normal Grade:** Members contributing 33% or more will receive the full project mark.
- 2. **Penalty:** Members contributing less than 33% will incur a penalty. Their grade will be calculated as follows:
 - (Contribution Percentage/33)×Group Mark

Example: If the total group mark is 15, and a member contributes 20%, their grade will be $(20/33) \times 15 = 9$

Member 1 Signature: Xuan Tuan Month Nguyen

Member 2 Signature: Trong Dat Hoang

Member 3 Signature: ______vtank

Date: September 28, 2024