What is an artifact?

You need to create something – an artifact is something you have built, analysed or modelled….it could be one of these (or a combination of these):

- Software development
    - Front end
    - Back end
- A User Interface (audio, visual, spoken dialogue system)
- An app
- A system
- A framework
- A model
- A visualisation
- A data model/pipeline
- An analysis
- An optimisation of an algorithm or protocol
- An aggregator or dashboard
- A detailed interactive prototype
- Automation of a complex task

The two most important aspects are

1) It should be informed by research (academic, technical, user - based)

2) There should be an appropriate evaluation (model accuracy & performance, benchmarking/software tests, heuristic, stakeholder feedback etc).

When considering your artifact you should consider HOW your artifact will meet each of the assessment criteria:

Rationale, Scope and Objectives	You need to have a sound rationale for WHY you have chosen to create the artifact that you are creating. You need to be able to explain why what you are doing is important or fills a "gap". You will need to find academic background material (citations) to back up your rationale.
Novelty and Innovation	Your artifact might not be something entirely "new" but needs to be sufficiently innovative that it is not a duplication of work previously done. Using the list above, you can be creative with what you produce, but this project CANNOT be JUST a written account of the "state of the technology" (although there is a requirement to set the context and describe the reason for your artifact).
Literature Review and Academic Content	The use that the student makes in the dissertation of the academic content in making sense of and analysing the topic under consideration. This is the student's own work and makes a dissertation more than just a descriptive account. Where the student is considering a complex technical area, this assessment criteria will focus on the extent to which the technical subject is treated with competence and understanding.

Design and Approach & User requirements	Your artifact needs to identify the user base, and your report needs to explore how your users or target audience will benefit. You should do an appropriate user needs requirements analysis, appropriate use cases, and be able to demonstrate how your users will interact with your artifact, and the design decisions which enable interaction.
Implementation	You need to describe fully the method of implementation and verification of your system. You should also describe any future developments, or implementation problems which you encountered. You should be able to assess how effective your implemented artifact is.
Ethical Consideration and Approach	Each project needs careful and considerate ethical coverage. This might includes who your artifact affects, whose data is used, and whether the artifact
Evaluation and Reflection, evidence of planning and management	This criterion is the evidence provided by the student in their appraisal and other appendices regarding their approach to the period between the start of the project and its completion. This should include an account of the planning and management of the process and the use of supervision. It should contain reflection on both the project itself and the process by which it was completed with respect to both to the subject under consideration and the task of completing a large self-directed piece of academic research and writing. The student should also reflect on their learning from this.
Presentation, Organisation, Documentation & Attribution	This is specifically about the document, how it is presented in terms of layout, language and readability. Typical issues will include the standard of writing, contents page and pagination, headers and footers, font size, readability of diagrams, labelling of diagrams charts and figures, consistency of headings, sub-headings and formatting, and all matters of document production and proof reading.