Jan 2022

þÿ

|  |  |  |  |
| --- | --- | --- | --- |
| Assessment Weight | 50% | Learning Outcomes | LO1,LO2, |
| Submission Deadline | **17th March 2024** | Submission Method | Via Canvas |

This module aims to integrate the subject material studied in other level 4 and 5 modules and give students experience of developing a software or hardware artefact in a team. Students will learn to work in teams to coordinate and manage a project.

**Sprint 1 Deliverables**

This assessment is worth **50%** this module.

# The Goal:

LO1 Communicate effectively with others to jointly complete tasks with peers or with staff in an organisation.

LO2 Demonstrate an ability to meet deadlines and objectives

# Your task:

* Successfully join a project group working in a specific role
* Agree an appropriate scope for creating a minimum viable product (MVP)
* Work in partnership with your group to deliver the agreed prototype solution
* Provide access to group’s work and provide a demonstration of this
* Report on your individual contribution to the project

# Deliverables:

MVP Artifact Repository (15%)

MVP Demonstration Video (15%)

MVP Individual Contribution Report (20%)

*In cases where contributions are disputed additional evidence may be submitted.*

MVP Demonstration Video (15%)

Your group should create a video to demonstrate the features of the MVP working prototype you have created. Each member should talk about their contribution to the work in the repository. This should include some discussion of the groups vision of what they would like the finished system to be (Essentially a pitch for early investors). Your video should be between 5 and 10 minutes long and all group members should take part.

**Marking Criteria:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **15-10 Marks** | **10 -5 Marks** | **4-2 Marks** | **0-1 Marks** |
| MVP Demonstration Video | **Very Good**  **Excellent video showcasing excellent work**  **Demonstrating all significant features**  **Excellent alignment between repository and demonstration**  **Good team participation** | **Good**  **Good video showcasing good work**  **Demonstrating most significant features**  **Excellent alignment between repository and demonstration**  **Good team participation** | **Adequate**  **Adequate video showcasing adequate work**  **Some significant features addressed**  **Possible issues with alignment between repository and demonstration** | **Poor**  **Significant issues with video submission and with alignment between repository and demonstration** |

MVP Artefact Repository (15%)

Your group should provide access to the source files you have used in the implementation of the system demonstrated in the video. This includes code, config files, graphics and any other relevant documents NB: This should be via a URL link and **not** a compressed file or zip of the source code. Where appropriate you should use appropriate source control mechanisms to collaborate.

**Marking Criteria:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **15-10 Marks** | **10 -5 Marks** | **4-2 Marks** | **0-1 Marks** |
| MVP Artefact Repository | **Very Good**  **Demonstrates excellent ambitious work of a very high standard**  **Most code originating from the team**  **Appropriate source control applied. Components well integrated. Evidence of effective testing and collaboration** | **Good**  **Demonstrates good work of a high standard**  **Code largely originating from the team**  **Appropriate source control applied. Components well integrated. Evidence of testing and collaboration** | **Adequate**  **Demonstrates adequate work of an adequate standard**  **Significant use of pre- generated code**  **Some source control applied. Components present but limited integration. Evidence of testing and collaboration** | **Poor**  **Demonstrates little evidence of adequate work** |

Individual Contribution Report (20%)

Following the contribution template provided this report captures the contribution and reflection of each individual team member both in general and in their specific roles. Descriptions are expected to be between 300 and 1500 words. Role specific work and evidence in the appendices is unlimited. Refer to role descriptions for suggestions on appropriate content. You may provide examples of source code but only to illustrate a description. (Do not dump data or source code – you can refer to the repository later)

**Marking Criteria:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **20-16 Marks** | **15-8 Marks** | **7-2 Marks** | **0-1 Marks** |
| MVP Individual Contribution Report | **Excellent**  **Demonstrates excellent skill and technical decisions in both generally and in a given role, reflecting on lessons of sprint 1**  **Most significant areas addressed well**  **Very Good examples, evidence and references where necessary** | **Good**  **Demonstrates Very good/ good skill and technical decisions in both generally and in a given role, reflecting on lessons of sprint 1**  **Many significant areas addressed many**  **Good examples, evidence and references where necessary** | **Adequate**  **Demonstrates some skill and technical decisions possibly in both generally and in a given role, reflecting on lessons of sprint 1**  **Some significant areas not addressed**  **Poor or missing examples and/or evidence** | **Poor**  **Demonstrates submission shows little discernable merit or contribution** |

**Submission of work**

Your completed work for assignments must be handed in on or before the due date. ***You must keep a copy or backup of any assessed work that you submit. Failure to do so may result in your having to repeat that piece of work.***

**Electronic submission**:

This is normally done via Canvas. Any special instructions will be available on the upload tag or within the assessment brief.

**Procedure for requesting extensions / mitigating circumstances** This is done via eVision. Further information can be found at <http://www.wolvesunion.org/advice/academic/>

**Retrieval of Failure**

**Where a student fails a module (less than 40% for undergraduate modules, less than 50% for postgraduate modules) they have the right to attempt the failed assessment(s) once, at the next resit opportunity (normally July resit period). If a student fails assessment for a second time they have a right to repeat the module.**

**NOTE: STUDENTS WHO DO NOT TAKE THEIR RESIT AT THE NEXT AVAILABLE RESIT OPPORTUNITY WILL BE REQUIRED TO REPEAT THE MODULE.**

**Return of assignments**

Assignments will be normally returned within three working weeks.

If you have any questions regarding your feedback you normally have **two working weeks** from the date you receive your returned assessment and/or written feedback or receive your exam results to contact and discuss the matter with your lecturer.

**Cheating**

Cheating is any attempt to gain unfair advantage by dishonest means and includes **plagiarism** and **collusion.** Cheating is a serious offence. You are advised to check the nature of each assessment. You must work individually unless it is a group assessment.

**Cheating** is defined as any attempt by a candidate to gain unfair advantage in an assessment by dishonest means, and includes e.g. all breaches of examination room rules, impersonating another candidate, falsifying data, and obtaining an examination paper in advance of its authorised release.

**Plagiarism** is defined as incorporating a significant amount of un-attributed direct quotation from, or un-attributed substantial paraphrasing of, the work of another.

**Collusion** occurs when two or more students collaborate to produce a piece of work to be submitted (in whole or part) for assessment and the work is presented as the work of one student alone.

For further details see: <http://www.wolvesunion.org/advice/academic/>