

Appendix D

BAIT2073 Mobile Application Development Assignment Evaluation (Part A)

Programme :

Group :

Prototype Presentation (20%)

Criteria	Group Member 1:	Group Member 2:	Group Member 3:	Group Member 4:
Quality of prototype and completeness (Group - 10%) <ul style="list-style-type: none">Propose solutions are feasibleAll the necessary components/screens/functions are presented				
Quality of presentation (10%) <ul style="list-style-type: none">The presenter is well prepared and language use is appropriate				
Total				

Remark:

Marked by:

Date:

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BAIT2073 Mobile Application Development **Assignment Evaluation (Part B)**

Programme :

Group :

Final Presentation (80%)

Criteria	Group Member 1:	Group Member 2:	Group Member 3:	Group Member 4:
Quantity of work (20%) <ul style="list-style-type: none">- The student has completed all the proposed functions/modules- The student is able to produce a reasonable amount of work within the set time frame				
Quality of work (20%) <ul style="list-style-type: none">- All functions/modules are 100% working- All functions/modules are implemented with proper error detection and handling methods.- UIs are designed to work across devices of different screen sizes, orientations and languages.				
Data management (20%) <ul style="list-style-type: none">- The most appropriate content providers/data store is used to implement the app- Data can be stored and retrieved using appropriate methods				
Originality and understanding (10%) <ul style="list-style-type: none">- The student demonstrate a good understanding of the system logic. Proper citations are included for works/codes contributed by others.				
Innovativeness (5%) <ul style="list-style-type: none">- The proposed app is unique and a creative solution to the problem(s).				
Teamwork (5%) <ul style="list-style-type: none">- The student demonstrates the ability to work in a team to produce high-quality work.				
Total				

Appendix D

Remark:

Marked by:

Date: