SENIOR PROJECT (SOFTWARE ENGINEERING) GRADING RUBRIC

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|  | C – Fair | B – Good | A – Excellent |
| Creativity and Originality (25%) | Simply copies an existing application | Enhances an existing application by adding a substantial number of new features | Invents and applies a novel approach in solving a problem, there-by advancing knowledge in the discipline |
| Design and Technology (25%) | Applies, at a simple level, the design guidelines and technologies taught in class | Applies advanced design patterns and technologies; including best practices and enterprise-scale principles | Applies more advanced design patterns and technologies, above and beyond the topics taught in class |
| Functionality and User Experience (25%) | Solution works but contains some obvious design and/or implementation errors; with poor user experience and missing some functional requirements | Solution works well; is error-free in both design and implementation; with good user experience on all functional requirements | Error-free solution which does not only work very well but offers an excellent, professional-grade user experience on all functional requirements |
| Communication and Project Management  (25%) | Project was completed, but was late for one or more deliverables | Adhered to recommended best practices and completed most project deliverables on time | Adhered to recommended best practices and completed all project deliverables on time |