

2024

# PS2 User Experience Judgement Rubric

**ONLY UX JUDGES SHOULD BE USING THIS VERSION OF THE RUBRIC!**

Judge (not shared with students): \_\_\_\_\_

Judged Team (name or number): \_\_\_\_\_

Date: \_\_\_\_\_

**Instructions:** for each requirement, mark the box that most closely aligns to your impression of the solution. Reference the competition problem statement document to get in-depth descriptions of the requirements listed below. Your judgements here should reflect how well the solution satisfies the directions in the problem statement, the aesthetics of the user interface and experience, and the team's presentation. Keep your expectations high, teams had **a whole month** to work on this. **DO NOT FEEL OBLIGATED TO AWARD HIGH SCORES!** Also, note that you **do not** have to fill this rubric out in order! If you have *any questions at all*, please reach out ASAP!

**Solution Functionality Review**  
[ total weight: 100 ]

Requirement(s) to Reference	Score			
	0	1	2	3
	Missing or Completely Non-functional	Attempted But Does Not Satisfy Requirement	Reasonably Satisfies Requirement	Exceeds Requirement Expectations
Change 1 [ weight: 20 ]	<b>IMPORTANT:</b> The winner of an election created to use the STAR algorithm as its voting method is correctly determined (as described in Change 1). Please contact NHSCC staff if you need assistance verifying the correctness of this algorithm. [ weight: 20 ]			
Change 2 [ weight: 20 ]	<b>IMPORTANT:</b> The winner of an election created to use the FPTP algorithm as its voting method is correctly determined (as described in Change 1). Please contact NHSCC staff if you need assistance verifying the correctness of this algorithm. [ weight: 20 ]			
Change 3 [ weight: 20 ]	<b>IMPORTANT:</b> In the History view, you have the option to see how the election would have gone had a different algorithm been used to determine the winner. You should be able to select from IRV, CPL, STAR, and FPTP algorithms and the winning option of the election (along with any other relevant data) should update accordingly. <b>Sometimes, however, it's not possible to determine who would have won under a different voting algorithm.</b> When this is the case, this should be indicated in the UI. [ weight: 20 ]			
Change 4 [ weight: 10 ]	When viewing an election in the History or Election view, more detailed information is shown about the election (as described in Change 4). [ weight: 10 ]			

Change 5 [ weight: 5 ]	Administrators can choose to make elections public. Public elections can be viewed by anyone regardless of if they are logged in or not (as described in Change 5). [ weight: 5 ]			
Change 6 [ weight: 5 ]	The super administrator user can activate “maintenance mode” on the app, which makes the entire system read-only except to administrators (as described in Change 6). [ weight: 5 ]			
Change 7 [ weight: 5 ]	Elections that a voter is eligible to vote in that are closing in an hour or less are highlighted in the user dashboard somehow. [ weight: 5 ]			
Change 8 [ weight: 5 ]	Elections in the Election View show an “audit log” as described in Change 8. [ weight: 5 ]			
Change 9 [ weight: 5 ]	Administrators can view the real names (or, if not available, the voter IDs) of voters where relevant in the History and Election views. [ weight: 5 ]			
Change 10 [ weight: 5 ]	Timestamps, where shown, are human friendly and easily read. For example: “20 minutes ago,” “9 days ago,” “2 days from now,” etc. [ weight: 5 ]			

**Instructions:** please provide any additional comments you have below. Note that your comments are shared directly with the students. Please be thorough, encouraging, and fair.

Positive Comments

Please share any positive comments you have for this team.

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Constructive Criticism

Please share any unanswered concerns or comments you have for this team.

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Two Questions For This Team

Please share the two most pressing questions you'd like answered about this team's solution.

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Shared Thoughts (visible to all judges)

Please add any thoughts or concerns you believe other judges should be made aware of.

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