2022

PS2 User Experience Judgement 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!

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	The dashboard view clearly differentiates between the user's answers that have been accepted and those that have not been accepted. [weight: 2]			
Change 2	Level 2 users can now upvote comments. Level 5 (given Change 4) users can downvote comments. [weight: 2]			
	Users can delete their own comments. [weight: 2]			
Change 3	Users receive badges for taking certain actions in the system as described by the problem statement (PS2). [weight: 12]			
	Counts representing a user's badges are visible in the app's navigation element as described by the problem statement (PS2). [weight: 10]			

Change 4	Level 4 users can add bounties to questions that do not have an accepted answer, as described by the problem statement (PS2). Bounties are per-app only (questions with bounties in one team's solution may not have the same bounty in another team's solution). **[weight: 22]**			
Change 5	In addition to holding protection, close, and reopen votes, level 7 users can now vote to edit questions and answers as described by the problem statement (PS2). Like the other voting features, edit votes are per-app only (one team's solution will not see the in-progress vote of any other team). **[weight: 22]**			
Change 6 Change 7	Questions can now be "tagged" as described by the problem statement (PS2). **[weight: 5]**			
	Questions can be searched by tag. Tags are per-app only (questions tagged in one team's solution may not have those same tags in another team's solution). **[weight: 5]**			
Change 8	It is obvious in the Buffet view which questions have accepted answers and which don't. **[weight: 10]**			
Change 9	Messages in the Mail view are marked "unread" by default and are marked "read" when opened. This is per-app only ("read" mail on one team's solution may appear "unread" on another team's solution). **[weight: 5]**			
Change 10	You can interact with a "share" button or link, which puts an app-specific link into your clipboard. This link, when navigated to in a new browser tab, leads directly to the exact question/answer that you originally interacted with as described by the problem statement (PS2). **[weight: 3]**			

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.

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

Two Questions For This Team
Please share the two most pressing questions you'd like answered about this team's solution.

Shared Thoughts (visible to all judges)
Please add any thoughts or concerns you believe other judges should be made aware of.