

ASSIGNMENT FEEDBACK FORM

Student Name/ID/Section	Obada Mohammad Khaled Alhalaybeh - 23110107 - 3		
HTU Course Title and No.	40201261 - Prototyping		
BTEC Unit Code and Title	M/618/7488 - Prototyping		
Assignment Number	1	Assessor Name	Asma Sabbah
Submission Date	Jun 12, 2025	Date Received 1st submission	Jun 12, 2025
Re-submission Date		Date Received 2nd submission	

Ongoing formative feedback from assessor:

- **Attendance:** Very Weak
- **Lab / In-class Activity:** Good
- **One-to-one Formative Discussion:** Very Good
- **Participation:** Good

Assessor feedback for summative assessment:

General Feedback

Take advantage of workshops, labs, and hackerspaces to enhance your practical knowledge and apply theoretical concepts in real-world scenarios.

Improve your teamwork skills, contribute actively to group projects, respect diverse perspectives, and ensure effective communication within your team.

The report and design are very good, including the practical application in terms of both design and prototyping.

Strength of Performance

The student was able to:

- Discuss specific forms of prototyping functionality and end-user testing requirements.
- Review standard tools available for use in prototyping.
- Review different end- user categorisations, classifications and behaviour modelling techniques.
- Examine an appropriate prototyping methodology to test with a specific end-user.
- Create a prototype based on a plan, using an appropriate prototyping methodology and tools.
- Perform end-user testing and examine feedback.
- Review end-user feedback from multiple iterations of your prototype.
- Assess specific forms of prototyping and the advantages and disadvantages of end-user testing requirements in terms of appropriateness to different testing outcomes.
- Apply end-user classification and behaviour modelling to select an appropriate prototyping methodology.
- Produce a plan suggesting an appropriate prototyping methodology and tools to conduct end-user testing.
- Build multiple iterations of a prototype and modify each iteration with enhancements gathered from user feedback and experimentation.
- Justify the updates to the final prototype based on end user feedback and testing.
- Evaluate the impact of common prototyping methodologies on the software development lifecycle.
- Critically evaluate the prototype against the original plan and how user feedback and testing was implemented.

Limitation of Performance

More precision is needed, along with providing clear evidence of having collected and applied feedback from users.

Grade: D

Assessor Signature:

Asma Mohammad Ahmad Sabbah

Date:

Jun 14, 2025

Resubmission Feedback (if required):**Grade:**

Assessor Signature:

Date:

Criteria *(To be filled before resubmission)*

P1 <input checked="" type="checkbox"/>	P2 <input checked="" type="checkbox"/>	P3 <input checked="" type="checkbox"/>	P4 <input checked="" type="checkbox"/>	P5 <input checked="" type="checkbox"/>	P6 <input checked="" type="checkbox"/>	P7 <input checked="" type="checkbox"/>	<u>Final Grade</u>
M1 <input checked="" type="checkbox"/>	M2 <input checked="" type="checkbox"/>	M3 <input checked="" type="checkbox"/>	M4 <input checked="" type="checkbox"/>	M5 <input checked="" type="checkbox"/>	D1 <input checked="" type="checkbox"/>	D2 <input checked="" type="checkbox"/>	<u>D</u>

Student Declaration:

I certify that the formative and summative assessments for this assignment have been fully explained and understood by me, I also do understand that the grade above is simply a recommendation that could later be changed during any of the verification processes.

Student Name:

Student Signature:

Date: