Acceptance

*(5% of total grade)*

This step determines if the project is accepted or rejected. Rejected project will not be registered.   
The following is required for acceptance:

* The team will present the project progress. You will need to complete **at least one iteration**. There is no report to submit. Slides and all supplements are placed in your IS480 team wiki. If you have very little information in your wiki or have trouble presenting your work, your project may be rejected.
* Team must have met with your assigned supervisor. If supervisor has not been assigned, please meet with the course coordinator.
* The supervisor and course coordinator must both accept the project. You will be informed of your acceptance at the end of the presentation.

**Project acceptance**[**grading criteria**](http://blue.smu.edu.sg/IS480/2016-2017/Doc/Grading/1%20Project%20Acceptance%20Grade.doc)**(out of 100 points)** [video](http://202.161.45.161/videoserver/)

* **Clarity of project (40 points)**

**What is to be done, for whom, and of what scope?** This should include the function/feature list (grouped into modules), relevant use cases, interesting storyboards/story cards, etc. The scope should be sufficient for your team *(6 hours/week/member for 2 months before term starts and 12 hours/week/member for the term. Another estimate is 3-6 times the scope of your IS203 (SE) class project).*The team must show that they have sufficient knowledge about the problem/domain/industry . This can be illustrated by producing the business process/product comparison/market survey/buy or build comparison/etc.

* **Project plan (40 points)**

**Plan the milestones and schedule with roles and initial architecture.** Milestones and schedule should map functions/module listed in your project scope to each iteration. Use the generic [IS480 schedule](http://blue.smu.edu.sg/IS480/2016-2017/ScheduleTerm1.html) and add your iterations, user testings, and deployments. If you suggest using RUP, avoid a waterfall disguised as a RUP.   
**Prioritize project risks (present top 3 only) and discuss the mitigation strategies.** Research on the development environment, servers, supporting equipment (barcode reader, iphone, multi-touch device, etc) to reduce technology risk. Most training for the programming language, frameworks, system, or package should be at a sufficient stage of starting work. Get the necessary sponsor resources/tools/data/server/license/etc. or UPL access/machine/open source framework/etc.  
In short, at acceptance, you should have **completed one iteration with most development technology learnt or setup**. Ready to go. A demo (implementation prototype) of the skills learnt, core functionalities, and development setup (deployed) is important. Preferably more than just a login page.

* **Discretionary (20 points)**

**Presentation, team effort, individual learning outcome, etc.** You may put LOMS outcome in the wiki but present one learning outcome focus for each member. There should be an X factor for the project. **X factor is something that stands out from the other projects**. Be ambitious. Eg. IS480 project receive $200K grant. Mobile app with 50K downloads. Using integer linear programming to solve practical problem. Automate business process to save 500hrs/week manual task or $100K. Innovative solution helping SME efficiency (measure by reduce cost, increase revenue). Using the wiki dashboard for an agile process. Using your product in your project (eat your own dog food concept). Etc.

What about registration? Read [FAQ](http://blue.smu.edu.sg/IS480/2016-2017/FAQStudent.html?tab=5#TabbedPanels1) for registration requirements.

Midterm

*(20% of total grade)*

This step serves to evaluate the project progress and provide early feedback to the team members.

* The team will present the project progress and update the wiki with a [progress page](https://wiki.smu.edu.sg/is480/IS480_Midterm_Wiki). Teams must attend one other midterm presentation. Supervisor will recommend projects with similar technology or different progression.
* The midterm should emphasize the teams' progress and the quality of work. For projects using an iterative approach, the teams must deploy the system and complete user testing.

**Both reviewers (10% each) will grade the presentation and view the team's**[**wiki**](https://wiki.smu.edu.sg/is480/)**.**

* If the team has not progress as expected, the teams may decide to file for an "Incomplete" and extend the project another term. Incomplete may not be an option later in the term.
* The supervisor and course coordinator will have the discretion to force an Incomplete or "F" grade if the team has not progressed.

**Midterm**[**grading criteria**](http://blue.smu.edu.sg/IS480/2016-2017/Doc/Grading/2%20Reviewer%20Midterm%20Grade.doc)**(out of 100 points)**[**video**](http://202.161.45.161/videoserver/)**&**[**presentation guide**](https://wiki.smu.edu.sg/is480/Presentation_Guide)**.**

* **Project management (30 points)**
  + **Evidence of proper project management**. Team wiki should be updated with current dashboard, minutes, team work assignment, schedule plan vs actual, bug metrics with charts, interesting diagrams/model (if any). Evidence of a bug/issue tracker.
  + **Stakeholder management**. Sponsor/Mentor/Supervisor/Team. Communication and professional conduct. Sponsor: Value to sponsor. Mentor/Supervisor: Advice considerations. Team: Present member responsibilities and load. Be sure to point out bottle neck and team issues (if any).
  + **Scope/Risk management**. Highlight any changes to proposed schedule (plan versus actual). Summarize the scope change and how you manage it. Update the prioritized risk (present top 3 only).
* **Quality of project/Design (50 points)**
  + **Technical complexity/Quality attributes.** Technical complexities may include showing the algorithm used, how you add value using the framework, managing usability with device platforms, how you design your architecture, component/class diagram showing design patterns used, etc. The quality attributes are non-functional requirements such as Usability, Scalability, Performance, Security, Maintainability, Flexibility, Fault tolerence, Availability, Reliability, etc. Eg. Usability: Explain the UI and navigation design consideration. Heuristice evaluation (if any). Provide the UI prototypes. Online help.
  + **User testing.** Describe the test participant demography (persona). Test plan with defined goals, tasks, questions and data analysis. Test results with Qualitative and Quantitative data (statistical analysis).
  + **Demo.** A demo of the the deployed system and completed functionalities.
* **Discretionary (20 points)**- Presentation, X Factor, team effort, reflection, learning outcome, etc.

Final

*(75% of total grade)*

**Presentation**[**grading criteria**](http://blue.smu.edu.sg/IS480/2016-2017/Doc/Grading/3%20Final%20Presentation%20Grade.doc)**(out of 100 points)** - graded by supervisor (60%) and first reviewer (15%).  
[Video](http://202.161.45.161/videoserver/) & [presentation guide](https://wiki.smu.edu.sg/is480/Presentation_Guide).

* **Project Management (30 points).** Same as [midterm](http://blue.smu.edu.sg/IS480/2012-2013/Grading.html?tab=3#TabbedPanels1)
* **Quality of the product (50 points)**
  + Technical complexity/Quality attributes. Same as [midterm](http://blue.smu.edu.sg/IS480/2012-2013/Grading.html?tab=3#TabbedPanels1)
  + User testing. Same as [midterm](http://blue.smu.edu.sg/IS480/2012-2013/Grading.html?tab=3#TabbedPanels1)
  + Demo.
    - Are there deployment errors? Is it deployed on client site or UPL or on a single machine.
    - Is it a working product? Are there errors or crashes?
    - Are there missing components in the product?
* **Discretionary (20 points)**- Presentation, X Factor, team effort, reflection, learning outcome, etc.
  + Learning
    - New skills – new domain knowledge, technology, process etc.
    - Improving existing skills – has the team furthered their development in existing skills?
    - Challenge – has the team challenged themselves, learned on their own and overcome obstacles.

[**Peer evaluation**](http://blue.smu.edu.sg/IS480/2016-2017/Doc/Grading/4%20Project%20Peer%20Review.doc)

* Each member should play multiple roles instead of just a single role (eg. Documentation role for the entire project)
* Each member could get (+/-) which will add/subtract one or more level from the team grade. Only the supervisor will assess this part of the grading

[**Sponsor Evaluation**](http://blue.smu.edu.sg/IS480/2016-2017/Doc/Grading/4%20Sponsor%20Evaluation.doc)**or**[**Mentor Evaluation**](http://blue.smu.edu.sg/IS480/2016-2017/Doc/Grading/4%20Mentor%20Evaluation.doc)

* Sponsor will evaluate the team. For own project or student sponsor, mentor will evaluate the team.
* Supervisor will moderate the team grade based on this evaluation. This may occur if the sponsor's or mentor's grade differ from supervisor's grade. If there are specific team member mentioned in the evaluation, supervisor may (+/-) that member, which add/subtract the team's grade

[**Extra credit**](https://wiki.smu.edu.sg/is480/Testers)

* The number of extra credit points each member earned may give you a (+) to your grade.

**Coordinator normalization**

* The final grade will be normalized by the course coordinator with all supervisors. Normalization is necessary to avoid different supervisor grading scale.