Assessment Criteria for the Artefact (40%)

**• Appropriateness of completed project in regards to course and ability level** (10%)

How successful is this project in representing level 3 work of its relevant undergraduate degree programme? Is the scope appropriate? Has the scope been proactively modified in response to research and practical development issues?

• **Quality of delivered objectives: level of functionality achieved/ detail implemented** (10%)  
To what level has the functionality been developed? Barely covering the basics? Covering the essentials and providing some helpful features? Full range of functionality plus extras? How error-free and finished is the project?Are only the core features running error-free? Are there any issues with bugs or incomplete code sections? Any minor issues, e.g. with design or cross-browser compatibility? Any critical issues with the system? Any gaps in the design or development?

**• Adherence to professional standards/ frameworks in regards to code/ outputs** (10%)

Is the code clearly commented and well laid out? Does the project clearly distinguish between the students’ own code, surrounding system and any external libraries/APIs?

Is the code sustainable/ expandable? Is there clear, consistent use of techniques and methods, e.g. UCD, OO programming, frameworks, or libraries. Have any content materials (text, images, etc) been well sourced, edited and referenced, or is the content just a ‘gap filler’? Is the finished project usable (as per usability guidelines)? Is it accessible (as per accessibility guidelines)? Have best programming practice guidelines been adhered to? Does the work sit well within the relevant design standards? How well have interaction design principles been applied to practice?

* **Demonstration of specific embedded qualities** (10%) **in regards to…**

• **Technical innovation (if applicable)**

How good is the level of technical implementation? Have any innovative technical solutions been found? Is there scope for further innovation?

**• creative execution (if applicable)**

How good is the level of creative execution? Does the work imitate/exceed existing good practice? Does it find new ways for creative expression? Does it have a coherent aesthetic?

• **user thinking (if applicable)**

To what level have users been considered, as the core element, partially, or as an afterthought? How well does the content and planned method of use fit with the targeted users? How well does the interface communicate with the target audience? Does the user experience consist of customized processes, or just generic tools?