INFOST 691 – User-Centered Interaction Design
Semester: Spring 2017
Instructor: Kevin Trainor
Assignment: Final Project Proposal
Course Component: Final Project
Grading Rubric

Submission

Timeliness (10 available points)

Requirements
See due date and time in weekly schedule.

Percent Credit	Description
100	On Time
0	Late (10 points off)
0	Not submitted or submitted too late

File Submitted (10 available points)

Requirements
Submit only 1 file.
File type must be .PDF.
File name includes student name.
File name must conform to: lastName_firstName_final_project_proposal.pdf.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Identification of Users and Requirements

Users (10 available points)

Requirements
Identifies user population.
Identifies methods used to identify users.
Identifies potential users excluded from the population.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Requirements (10 available points)

Requirements
Identifies problem or opportunity.
Identifies information system or application.
Identifies methods used to elicit requirements.
Identifies methodology used to express requirements.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Preliminary Design

Conceptual Design (10 available points)

Requirements
Demonstrates understanding of the term "conceptual design" from ID4e text book.
Includes relevant notes.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Concrete Design (10 available points)

Requirements
Demonstrates understanding of the term "concrete design" from ID4e text book.
Includes relevant notes.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Prototyping

Low-Fidelity Prototyping (10 available points)

Requirements
Identifies proper tools and techniques for low-fidelity prototyping.
Includes relevant notes.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

High-Fidelity Prototyping (10 available points)

Requirements
Identifies proper tools and techniques for high-fidelity prototyping.
Includes relevant notes.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Testing

Testing of Low-Fidelity Prototype (10 available points)

Requirements
Identifies proper tools and techniques for testing a low-fidelity prototype.
Includes relevant notes.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Testing of High-Fidelity Prototype (10 available points)

Requirements
Identifies relevant tools and techniques for high-fidelity prototyping.
Includes relevant notes.

Percent Credit	Description
100	Meets all expectations.
90	Meets nearly all expectations.
75	Meets most expectations.
50	Meets some expectations.
25	Meets few expectations.
10	Meets nearly no expectations.
0	Meets no expectations.
0	Not submitted or submitted too late.

Net Available Points = 100