INFOST 547 – User-Centered Interaction Design
Semester: Spring 2018
Instructor: Kevin Trainor
Assignment: Final Project Report
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

Further Comment

Lateness forgiven.

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 (8 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.

Further Comment
Good work!

Requirements (8 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.

Further Comment
Good work!

Preliminary Design

Conceptual Design (8 available points)

Requirements
Demonstrates understanding of the term "conceptual design" from ID4e text book.
Adequately describes the conceptual design.

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.

Further Comment
Good work!

Concrete Design (8 available points)

Requirements

Demonstrates understanding of the term "concrete design" from ID4e text book.

Adequately describes the concrete design.

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.

Further Comment

Good work!

Prototyping

Low-Fidelity Prototyping (8 available points)

Requirements
Describes tools and techniques used for low-fidelity prototyping.
Describes the prototype and its important features.

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.

Further Comment
Good work!

High-Fidelity Prototyping (8 available points)

Requirements
Describes the tools and techniques used for high-fidelity prototyping.
Describes the prototype and its important features.

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.

Further Comment
Good work!

Testing

Testing of Low-Fidelity Prototype (8 available points)

Requirements
Describes the tools and techniques used for testing a low-fidelity prototype.
Describes goals for low-fidelity prototype testing.
Describes finding of low-fidelity prototype testing.

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.

Further Comment
Good work!

Testing of High-Fidelity Prototype (8 available points)

Requirements
Describes the tools and techniques used for testing a high-fidelity prototype.
Describes goals for high-fidelity prototype testing.
Describes finding of high-fidelity prototype testing.

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.

Further Comment
Good work!

Recommendations

Overall (8 available points)

Requirements
Includes recommendations for application design based upon findings from testing.
Includes a rationale for recommendations made.

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.

Further Comment
Good work!

Appendices

Overall (8 available points)

Requirements
Includes copies of design documents.
Includes copy of low-fidelity prototype.
Includes copy of high-fidelity prototype.
Includes copies of testing instruments.
Includes copies of testing protocols.

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.

Further Comment
Good work!

Net Available Points = 100