IS446 – Systems Analysis and Design Instructor: Kevin Trainor Assignment: Team Presentation Video Assignment Course Component: Final Project Grading Rubric

Submission

Timeliness (10 available points)

Requirements

Must be submitted by date and time indicated in the weekly schedule.

| Percent Credit | Description |
|----------------|-------------------------------------|
| 100 | On Time |
| 0 | Late |
| 0 | Not submitted or submitted too late |

Physical Submission (10 available points)

Requirements

One (and only one) submission for the team should be made using the Canvas submission activity.

The submission will be in the form of typing the text of a URL into the electronic form provided by Canvas assignment activity.

The text provided should be the URL which can be used to play the team's video presentation using the Chrome browser running on either Windows 10 or macOS.

| Percent Credit | Description |
|----------------|--------------------------------------|
| 100 | Meets all expectations. |
| 50 | Meets nearly all expectations. |
| 0 | Does not meet expectations. |
| 0 | Not submitted or submitted too late. |
| | |

Exercise 1 (Regular) - Team Video Presentation

Completeness (38 available content points)

Requirements

The team must describe the client and the intended system users.

The team must describe the problem to be solved or the opportunity to be capitalized upon.

The team must show their design for the system.

If the team took a waterfall approach, then the team should walk through the design documents (use case specifications, conceptual data model, non-functional requirements, screen and report designs) to explain their design for the solution.

If the team took an agile approach, then the team should demonstrate the system that was built to explain their design for the solution.

| 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. |

Technique (37 available content points)

Requirements

The presentation should explain how the design being shown allows the user to solve their problem or capitalize upon their opportunity.

Components that are being discussed should be tied back to the use cases or the user stories that make up the solution.

If there is code available, a brief tour of the code should be provided.

| 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. |

Exercise 2 (Challenge) - All Team Members Participate in Video Presentation

Completeness (5 available content points)

Requirements

All team members participated in the video presentation.

| Percent Credit | Description |
|----------------|--------------------------------------|
| 100 | Meets all expectations. |
| 50 | Meets nearly all expectations. |
| 0 | Meets no expectations. |
| 0 | Not submitted or submitted too late. |
| | |