

COM814 Project – Final Marking Sheet 2015-16

Student:

Adam Horner

Date:

15 Sept 2016

Examiner:

Adrian Moore

~~Supervisor~~ / 2nd Marker (delete)

Areas	Criteria	Excellent	Good	Satisfactory	Borderline	Fail	N/A	Commentary	
29	From Dissertation								
	• problem definition / requirements specification			✓				Software development appears to have been controlled and systematic – but perhaps suffering from a lack of ambition. 'Questions' is identified as a requirement, but there is no discussion of different question types Software is slightly buggy in places.	
	• systematic approach to development			✓					
	• testing process documented			✓					
	From Demonstration								
	• robustness of software			✓					
	• range of functionality		✓						
	• data validation		✓						
	• usability of HCI		✓						
	• consistency with stated functionality of software		✓						
	• understanding of software features		✓						
From Viva									
• understanding of software technology used			✓						
• understanding of software features implemented			✓						
14	From Dissertation								
	• documentation structure and completeness		✓					Excellent engagement with focus group	
	• readability			✓					
	From Demonstration								
	• organized and structured		✓						
	• response to questions								
	From Viva								
	• composure & coherence	✓							
• response to questions									
12	From Dissertation								
	• justification for decisions made throughout project			✓				Good analysis of previously published apps, making a convincing case for the usefulness of this proposal.	
	• awareness of related work & technologies		✓						
	• thoroughness of evaluation process		✓						
	From Viva								
	• ability to discuss limitations of work			✓					
• discuss potential improvements			✓						

Areas	Criteria	Excellent	Good	Satisfactory	Borderline	Fail	N/A	Commentary
Professional Engagement (10%) <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; text-align: center; line-height: 40px;">7</div>	From Supervisor							
	• took initiative as appropriate							
	• met regularly with supervisor							
	• responded to suggestions							
	• kept satisfactory project log							
Total (100%)	Agreed Total	Scaled (70%)		Earlier Components (30%)			Overall Mark	
62	61	42.7		19.75			62	
Overall Comments The 'Requirements' chapter focus on very high-level aspects – but does not identify any content that will be provided. The application architecture identifies 'Game Selection' one of the stages – yet the database architecture does not seem to support this. The student has delivered a working app – but with limited functionality. However it is a usable product which has been tested in schools Questions: - All questions appear to be multiple choice – could other answer modes have been supported? - Where were questions sourced from? How was the difficulty level of each decided? - Randomised wrong numbers?								

Mark Range Guidance

Excellent: 70 - 100:

Here the candidate must demonstrate clear excellence across all aspects of the background research, project report, software/hardware implementation, oral presentation and project management. There must be evidence of originality and creativity, indicated by novel insight, and clearly supported by a high level of initiative, motivation and independent work. The work must be at a level which suggests that the student has the ability to pursue doctoral research. The student must impress the examiners with the elegance of his/her conception of the solution to the problem.

Good: 60 - 69:

To achieve this level there must be significant evidence of wide and deep study in relevant material and texts. This must be placed in its wider academic and research context. There must be an imaginative approach, a balanced treatment of possibilities and comprehensive thinking. The expression of a solution must exhibit an understanding of its relation to the total process. All or most of the project report, software/hardware implementation, oral presentation and project management are considered at least adequate with some parts excellent although there will likely be a lack of creativity or innovative flair.

Satisfactory: 50 - 59:

At this level the candidate has performed a study of the given project but there is not much evidence of in-depth work. All or most of the project report, software/hardware implementation, oral presentation and project management are considered adequate although some or all are not covered in depth. Requirements analysis might include user requirements but lack non-functional requirements. Testing and evaluation might have been conducted, but not as part of an overall test strategy which incorporates formal recording of results. The software/hardware implementation may be available but with a number of flaws and deficiencies and possibly an inadequate coverage of the original specification.

Borderline: 45 - 49:

At this level there has been a reasonable attempt to complete the project overall but either the software/hardware produced and/or the dissertation have fallen below minimum standards. The work is considered redeemable with reasonable effort.

Fail: 0 - 44:

Here the student has failed to achieve a satisfactory level of performance in one or more areas to a level where the work is considered irredeemable. The project area is insufficiently understood, the results untenable, or the written and/or oral presentation of the work is significantly flawed. There may be no software or hardware demonstration. There may have been a complete lack of background research, leading to a serious lack of understanding of the requirements or methodology appropriate to the topic under consideration. All or most of the project report, software/hardware demonstration and oral presentation and project management are inadequate. The supervisor might have found the candidate not attending regular meetings or only providing work towards the end of the project rather than consistently throughout the period.