

IN5320 fall 2019 - Project evaluation criteria

Group projects will be evaluated based on your final application, and your presentation of it. The application is evaluated on 1) functionality, 2) implementation/code, and 3) design. On your presentation we will also evaluate your reflections upon these aspects and the process of development. In the presentation, you will also be asked to evaluate and grade your own work based on these criteria.

Reflection	<ul style="list-style-type: none"> <li>- Ability to articulate and reflect on positive and negative aspects of your own solution</li> <li>- Ability to elaborate on functional, implementation and design aspects of your solution</li> <li>- Ability to explain why choices related to these aspects were made</li> <li>- Ability to reflect on the project process (coordination, time management, planning, etc.)</li> </ul>
Functionality	<ul style="list-style-type: none"> <li>- Fully working implementations of the fundamental requirements</li> <li>- Have implemented additional functionality (each assessed based on extensiveness, completeness, and potential usefulness)</li> <li>- Additional functionality implemented seems appropriately related to the case and use-scenarios</li> </ul>
Implementation	<ul style="list-style-type: none"> <li>- Git has been used to coordinate the development throughout the project</li> <li>- The app platform has been utilized (except for the widget case)</li> <li>- Use of DHIS2 data model to store data and configurations (as opposed to hard-coding this into the app)</li> <li>- Efficient use of APIs (e.g., server-side filtering, client-side caching)</li> <li>- Modularity and reusable components</li> <li>- Utilizing React capabilities</li> <li>- Readable and consistent naming conventions for functions, components, etc.</li> </ul>
Design	<ul style="list-style-type: none"> <li>- Use of the DHIS2 core UI library</li> <li>- Use of the DHIS2 UI style guide when UI library lacks components</li> <li>- Overall 'look and feel' appears user-friendly and robust</li> <li>- Appropriate and user-friendly terminology and error messages</li> <li>- Meaningful and intuitive navigation</li> <li>- Meaningful page layouts</li> <li>- UI consistency</li> </ul>

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	<b>A - Excellent</b>	<b>C - Good</b>	<b>E - Sufficient</b>
UiO grade definition	An excellent performance, clearly outstanding.	A good performance in most areas.	A performance that meets the minimum criteria, but no more.
Reflection	The group is able to reflect extremely well on strengths, weaknesses, why decisions were made and the development process.	The group is able to reflect well on strengths, weaknesses, why decisions were made and the development process.	The group shows limited ability to reflect on strengths, weaknesses, why decisions were made and the development process.
Functionality	Fully working implementations of the fundamental requirements and additional functionality that are very extensive, fully working, and potentially useful.	Fully working implementations of the fundamental requirements and some additional functionality (evaluated on completeness, extensiveness and usefulness).	Partly working implementation of the fundamental requirements.
Implementation	The solution evaluates to very good on all implementation aspects listed above.	The solution evaluates above reasonably well on all implementation aspects listed above.	The solution evaluates to OK or less than satisfactory on all or most implementation aspects listed above.
Design	The solution evaluates to very good on all design aspects listed above.	The solution evaluates above reasonably well on all design aspects listed above.	The solution evaluates to less than satisfactory on all or some design aspects listed above.

For the final presentation your group should present this form and discuss where you will place your own project from A to E on functionality, implementation, and design.