

MAJOR PROJECT - Final Report – 55%

Student Name:	Ashley Vessey
Title of Project:	An Investigation of App Usage on Mobile Devices
Supervisor:	Kemi Ademoye
2nd marker:	Michael Dacey
Course:	BIT BusComp CIS CNetS CSE Electrical Games (Mobile) TRE SE Web (please circle)
Project Type:	Survey Review Experiment (Development) (please circle)

	Mark %
<u>First Marker's General Comments and Original Mark</u>	61
<u>Second Marker's General Comments and Original Mark</u>	
<u>Comment After Consultation With Other Marker & Final Agreed Mark</u>	

Signature: Date:

	Survey	Review	Experiment	Development
1. Research-informed Literature				
Introduction	/5	/5	/5	3/5
Literature Review	/20	/35	/20	11/15
Comments: Introduction is a bit brief but provides enough background information. Objectives should have been better worded. Literature review covers the historical development of mobiles and the nature of addiction in relation to mobile technology. However, it should also have discussed the overall characteristics of addictive behaviour in general. It also tails off a bit abruptly.				
	Survey	Review	Experiment	Development
2. Knowledge and Understanding of Subject				
Methodology	/5	/5	/5	2/5
Survey Design	/15	-	-	-
Requirements/Design	-	-	-	2/5
Comments: There is no research methodology and the development methodology section is a bit weak since it only briefly discusses Kanban. Requirements are not presented, instead a discussion of development issues is provided.				

	Survey	Review	Experiment	Development
3. Analysis				
Results & Discussions	/25	/25	/25	18/25
Conclusions and Recommendations	/10	/10	/10	5/10
Comments: A number of results are presented but it was difficult to see how they related to addictive behaviour, instead they demonstrated the characteristic behaviour of mobile users. No significant discussion is provided in support of the type of data collected or what it was hoped to find in the data. The conclusions were a bit too vague.				
	Survey	Review	Experiment	Development
4. Practical Application and Deployment				
Development	-	-	-	9/15
Experimental Design	-	-	/15	-
Comments: Implementation recorded usage data, and this is quite an interesting mobile application.				

	Survey	Review	Experiment	Development
5. Skills for Professional Practice				
Reflection	/10	/10	/10	5/10
Quality of Report	/10	/10	/10	6/10
Comments: The reflection should have focused more on the personal learning experience. Generally the report is well presented.				
TOTAL:	/100	/100	/100	/100