

Marking Grid – UXD 3
Name JACK HOLLAND
Mark _____

Grade 34%

SECTION	EXCEPTIONAL 6	MERITORIOUS 5	HIGHLY COMPETENT 4	COMPETENT 3	PASS 2	FAIL 1
Updated storyboards (20%)	All screens and control sequences with full discussion of all design decisions	All screens and control sequences with most design decisions noted	Some extra screens and control sequences, most design decisions noted	All basic screens with control sequences; major design decisions noted	All basic screens but no control sequences	One or two basic screens, no control sequences
Discussion of changes (10%)	All changes considered in depth; resulting interface is both usable and provides a good experience	Justification considers multiple options, all of which are clearly linked to theory	Justification may consider several possibilities; may include links to theory	Changes noted with basic justification	Changes noted but not justified	No changes noted; changes actually weaken design
Feedback (20%)	Full discussion of feedback collection AND responses.	Good discussion of either collection OR responses with acceptable coverage of the other	Usability AND emotional feedback collected; some description of method	Usability OR emotional feedback collected; some description of method	Usability OR emotional feedback collected; no discussion of method	No feedback collected from other people.
Data collection (20%)	Full treatment of data collection with examples of expected impact	Multiple methods with focussed ideas on what they might produce; may include examples	Three or more methods; some idea of how the data can be used	Two methods; may have some idea of what they produce	One method	No data collection discussion
UX vs. ID (20%)	Full nuanced treatment of similarities and differences	Includes links to the literature when considering the differences	Uses examples from the assignment to highlight differences between UX and ID	Identifies several differences between UX and ID	Recognition of importance of user sentiments	No consideration of the differences
Breadth of research (5%)	All references are journal/white papers or books	Most references are journal/white papers or books	Half of references are journal/white papers or books	Some references are journal/white papers or books	Only reference s websites	No references
Writing / Document Presentation (5%)	Reads like a technical review article	Good use of signposting; good use of English; tables of figures and tables	Clear sectioning of content; labelling of tables and figures; reasonable English	Some labelling of tables and figures; clearly needs spell- and grammar- checking	Basic use of introduction, body and conclusion; English is comprehensible.	No clear structure; incomprehensible

Good justification of colour choices. It would be better to include figures in the main text to show the changes you've made. All schools should work, because it is a Faculty app, not a school app, even at this point in the prototyping process. How can it be tested with suitable users if two thirds of it doesn't work? Computer availability is a good idea. This interface really should have been tested with users. Developer-testing, as you have done, risks missing significant problems if the developer and the users do not think in the same way. More references to the literature are needed to support redesign decisions. What data should be collected about how the user is using the app? How can this be done, and how can the data be used?