

MAJOR PROJECT - Final Report – 55%

Student Name:	Essam Alyhzee
Title of Project:	Usability Issues in E-Voting
Supervisor:	Sue Maw
2 nd marker:	Gayner Thomas
Course:	BIT BusComp CIS CNetS CSE Electrical Games Mobile TRE SE Web <u>Applied Computing</u> (please circle)
Project Type:	Survey Review <u>Experiment</u> Development (please circle)

	Mark %
<u>First Marker's General Comments and Original Mark</u>	
1st <u>Second Marker's General Comments and Original Mark</u> A competent comparison of three usability evaluation techniques for an e-voting application. Student work very hard to achieve this.	62%
<u>Comment After Consultation With Other Marker & Final Agreed Mark</u>	
Agreed with Gayner that it's a low 2:1.	61%

Signature: Sue Maw Date:

	Survey	Review	Experiment	Development
1. Research-informed Literature				
Introduction	/5	/5	3 /5	/5
Literature Review	/20	/35	12/20	/15

Comments:

Introduction outlines importance of e-voting & states aim & objective.

Literature review includes coverage of voting & e-voting (perhaps too much) usability & security. Although security is not central to the research it's still important for e-voting & more depth could have been provided here. An interesting overview of the relationship between usability & security was given.

	Survey	Review	Experiment	Development
2. Knowledge and Understanding of Subject				
Methodology	/5	/5	3 /5	/5
Survey Design	/15	-	-	-
Requirements/Design	-	-	-	/5

Comments:

A set of research techniques outlined with reference to the proposed e-voting research. Also an overview of development methods.

	Survey	Review	Experiment	Development
3. Analysis				
Results & Discussions	/25	/25	16/25	/25
Conclusions and Recommendations	/10	/10	5/10	/10

Comments:

Results of the 3 testing methods compared with a good outline of the results for each & the differences. Good explanation of the unexpected difficulties in eye tracking the user with reading glasses. Brief conclusions which review the project aim & objectives.

	Survey	Review	Experiment	Development
4. Practical Application and Deployment				
Development	-	-	-	/15
Experimental Design	-	-	10/15	-

Comments:

Implementation of System Usability Scale, Eye Tracking & Retrospective think aloud usability evaluations planned & compared. A range of suitable subjects were recruited including second language speakers & different ages. Suitable software (Ogami) identified when Eye Tribe software caused issues. Much time & work put into planning & implementation.

	Survey	Review	Experiment	Development
5. Skills for Professional Practice				
Reflection	/10	/10	6 /10	/10
Quality of Report	/10	/10	6 /10	/10
Comments: ~~Doc~~ Reflection covers personal goals & research procedures. Document format generally good, with correct referencing. Good academic English in general (especially for someone who learned as an adult!) but a few superlatives slipped through proof reading.				
TOTAL:	/100	/100	62 /100	/100

DEMO FEEDBACK TO STUDENTS

Name	PNumber

Comments:

Monitoring of Plan and Risk

Prototype

Final Grade:

Lecturer's
Signature:

Date:

Second
Marker

Date: