

156

MAJOR PROJECT - Final Report – 55%

Student Name:	Antonie Monelle
Title of Project:	Medication Reminder App
Supervisor:	John Rees
2 nd marker:	James Williams
Course:	BIT BusComp CIS CNetS CSE Electrical Games Mobile TRE <u>SE</u> Web (please circle)
Project Type:	Survey Review Experiment <u>Development</u> (please circle)

	Mark %
First Marker's General Comments and Original Mark The reporting of the development work and testing is adequate. The initial work on requirement elicitation, specification and conceptual design using storyboarding and prototyping is first class.	62% 63
Second Marker's General Comments and Original Mark	80%
Comment After Consultation With Other Marker & Final Agreed Mark Agreed.	62%

Signature: John Rees Date: 18/05/2017

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

Comments:

The introduction is a real strength. Clear aims and objectives, good coverage of need. The writing is clumsy and grammatical problems are there, but these ~~also~~ relate to her special needs.

Terrific on current products - fully professional approach.

Being picky, the work could probably use some citations around the standards and guidelines

	Survey	Review	Experiment	Development
2. Knowledge and Understanding of Subject				
Methodology	/5	/5	/5	4/5
Survey Design	/15	-	-	-
Requirements/Design	-	-	-	5/5

Comments:

Chosen methodology is appropriate. The approach is methodical and systematic.

The requirements elicitation is truly excellent. Combine full product evaluation with market research (user/paramony/health care professional). ^{questionnaire}

As good as I have seen from a Computing student. Use cases and paper ~~at~~ prototype, plus evaluation by a usability expert. Exemplary

	Survey	Review	Experiment	Development
3. Analysis				
Results & Discussions	/25	/25	/25	8 /25
Conclusions and Recommendations	/10	/10	/10	6 /10

Comments:

Unfortunately this area is not as strong. Whilst the consideration of the outcomes is reflective, the practical work is evaluated relatively weakly in the sense of personal consideration.

The ~~usability~~ usability questionnaire is a strength

	Survey	Review	Experiment	Development
4. Practical Application and Deployment				
Development	-	-	-	8 /15
Experimental Design	-	-	/15	-

Comments:

The combination of Xamarin and C# provided two steep learning curves, with a high degree of conceptual abstraction, which Antonio notes.

Test ~~the~~ documentation is good.

The relative lack of completeness undermines the screen shots ~~from~~ and practical development discussion.

	Survey	Review	Experiment	Development
5. Skills for Professional Practice				
Reflection	/10	/10	/10	8 /10
Quality of Report	/10	/10	/10	7 /10
Comments: Usability questionnaire with live clients is then used in the reflection process, as is a good personal account of the problem (petting Kamari & C# together). The reflection on the RAD process is unfortunately undermined by the limited practical progress. Well presented, well structured report. Inevitable (given her statement) grammatical errors detract from the readability.				
TOTAL:	/100	/100	/100	63 /100