

CS 3724 – Spring 2000
Project 3 Grading Guidelines

I. Written Work (25)

A. Detailed description of each user task (10)

Do the descriptions detail each task completely? (10)

B. Custom style guide (1-3 pages) (15)

Does the style guide cover all aspects of the interface? That is, does it document reusable design decisions about graphical layout, format, background, general appearance, all consistency issues, etc? Additionally, any unusual design features must be documented and rationalized with respect to usability. (15)

II. Low-fidelity Prototype (75)

A. Static requirements (evaluated before demo) (35)

1. Does the prototype conform to the definition of a low-fidelity prototype? If computer version, is it still lo-fi (e.g., stubbed and/or faked functionality)? (15)
2. Were submission instructions followed (mainly applies to electronic submission, but not entirely)? (10)
3. For paper and plastic: Is prototype modular? Is each dialogue box, etc. on paper, cut out and taped to plastic (as opposed to a sequence of whole screens on whole sheets of paper)? (10)

B. Prototype demonstration (40)

1. Are all steps of the detailed user task descriptions supported by the prototype? Does paper and plastic prototype have good details, such as text entry on clear plastic overlay using marking pen, hinged drop-downs, etc.? (20)
2. Does the prototype handle variations in user task performance or does it fail if the user deviates from usual task description? Does it have "Not implemented" message if user gets too far off beaten path (outside task)? (20)