Technological University Dublin

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Assessment & Feedback Cases

Learning & Teaching Practice Exchange

2014

Individual Assignments

Susan McKeever
Technological University Dublin, susan.mckeever@tudublin.ie

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Assessment & Feedback Use Cases

INDIVIDUAL ASSIGNMENT

Author: Susan McKeever

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This use case describes how one assessment method was designed and implemented by a lecturer or a group of lecturers in DIT. The use case was compiled from an interview conducted as part of **DIT's RAFT project (2013-14),** the aim of which was to provide a database of assessment practices designed and implemented by academic staff across DIT.

Lecturer and Contact Details

Susan McKeever

Programme and year on which assessment was offered

BSc Computing, Year 3

Description

A generic programming assignment that gives leeway for student to customise the assignment with their own designs and features.

Learning Outcomes

Measures the students' ability to put together a set of learning outcomes into a cohesive practical project.

What have you found are the advantages of using this form of assessment?

- Can specify the core "functionality" required to ensure learning outcomes – whilst a lot of individual detailed design (.e.g screen design, data) to the student to decide. This greatly reduces the opportunity to plagiarise.
- Student has the change to use their own flair and talent to really optimise their deliverables.
- Students get to develop a project on a subject of interest to them.

What have you found are the dis-advantages of using this form of assessment?

- Slightly more work to mark (from the lecturer's point of view)
- Students may struggle to think of how to put their own "stamp" on their project (not really a con!)

Alternatives

A detailed assignment spec where all students submit the same deliverable (but this lends itself to plagiarism).

Assessment in practice

- Suitable for individual or group assignments
- The core part that is common across all submissions must be clearly spelt out (e.g. must use a database, must display a list etc)

- No particular constraint on small versus large classes – although correction is completely manual – so one to one demos needed in the lab sessions as part of correction

Assessment Time

- Preparation time (lecturer) - Slightly less than prep time for a more specific assignment.
- Student time to complete – Depends on the scale of the project.
- Marking time – completely manual – good but simple marking scheme needed, plus demo
- In class test: In order to ensure that it is the students' own work, an inclass written test can be applied – which asks generic questions about their assignment. The test is graded between 0 and 1 – and this marks is used to MULTIPLY the grade . E.g. an in class test that gets 0.5, will reduce their grade by 50%.
- Ease of Feedback - Since marking is individual, individual comments with their grade are typically supplied via webcourses. Also, generic principles can be covered in class.

Writing guidelines for staff

Clear specification of the core generic functionality to be included in the project.

Additional Resources

Android App Development Assignment (see below)

DT228-3 Mobile Software Development Continuous

Assessment

Android App Development Assignment

Marks

- The app development assignment is worth 35% of your overall mark in Mobile S/W development. It is marked as follows:
- The mobile app source code that you hand in will be graded out of 100 marks. • A one to one demo of your app
- An in-class test may be used to assess your own knowledge of your work. The test if used will generate a number between 0 and 1 (fully knowledgeable) which will be used to multiply your grade to get your final assignment mark.

Specification

The purpose of this assignment is to develop an Android app. The app that deal with any area that you want – but has to include particular features as follows:

- The app must store data in a local SQLLite database
- It must contain an "input" screen where the user has to enter data • Must include a list (with an underlying SELECT)
- Must do INSERT, UPDATE, SELECT, DELETE on the database
- Must have at least 1 list screen, 1 input screen, 1 extra screen (e.g. splash, or help).
- Use at least two Android features not covered in class. The purpose of this is to demonstrate your proficiency at using the API to discover new features, which you can then implement because you should have built up enough general familiarity with Android to be able to do this. Examples of features might be using menus on your screen, tabs, multi-row lists, linking to camera, linking to network, animated images, location services, preferences, dialogs, etc. Your choice.

What do you have to hand in?

Project Code AND a screen print: Provide a single zipped file containing all directories/files in your Android project. Therefore, all classes, source code, resources, manifest file etc will be included. You should also include a screen print of the main opening menu/screen of your app. Include your name in the zipped file name e.g. JohnMurphy.zip

Note: Code that does not include the following will not be marked

- comment header block on each .java file;
- Inline comments at the beginning of each method;
- Appropriately indented tidy java code.

How will your app code be marked?

Marks for the source code for the app will be as follows.

- Accuracy/ Completeness (50%) – for supplying the deliverables listed (code), and for handing in an app that meets the various points in the specification. Your app should work without runtime errors so test it.
- Quality of the user interface (20%) –Are the screens easy to use? Are they laid out neatly? Do they look viable?
- Overall quality and complexity of the app (30%) –Does your app function well and robustly? What extra features beyond the standard functionality requested are included? How viable and complex is it? An example of this is the list – this can be a simple list of text items, or it can be more elaborate with icons, or custom row layouts.

What sort of app should I develop?

Given the specification, you're going to be developing an app that captures information about something (e.g. a football team, a list of tasks, a list of books that you've read... etc), and lets you view and maintain that information. Don't forget that you're only including the functionality requested – so your app won't have many screens – probably four or five in total.

An example of an app that includes the functionality required that you use all the time is the Contacts app on your phone. It lets you look at your list of contacts, add a new contact, edit a contact and delete a contact. (It does other things too but we're just mentioning ones relevant to this assignment). But, feel free to pick something of interest to you and just use that (e.g. sports, music etc).

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Due Date

Please submit the app source code no later than Tuesday April 22nd at 10am.

What is the class test for the remaining assessment of the app?

The in class test if used will provide further assessment of your app, testing your knowledge of your own app. It will be done as a supervised test (week after submission).

If you do not sit the in class test, your assignment may not be marked.

Regulations

- Late assignments within a week of the due date will be marked out of 50%.
- Late assignments more than a week late will not be marked.
- Any code snippets that are not directly written by you (e.g. used from a tutorial) must be referenced as such within your code. You must directly comment the code to explain its source. Failure to reference code that is not yours will be treated as plagiarism. See next regulation.
- The app must be your own work. Assignments that are copied or written by someone else will receive zero marks, and the plagiarism escalated as per DIT assessment regulations.