Course projects

Lesson №24

Evaluation

Grade

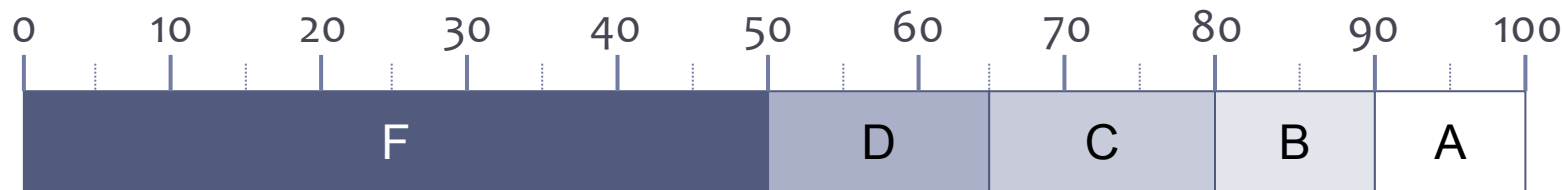## Point system

- Quizzes – 80 points (4 quizzes, 20 points each)
- Project – 30 points

Grading scale

- You need at least 50%

0	10	20	30	40	50	60	70	80	90	100

F	D	C	B	A

Project

General information

Project topics

- Predefined list of topics

- New topics could be suggested (but must be approved)

- Projects are individual

- Project require research and creativity

Contents

Overall contents of the project

- HTML page and educational resources

- Develops the topic as a lesson

- Contain interactive software part

Grading

Criteria

- Education factor – 10 points
- Program factor – 10 points
- Graphic factor – 10 points
- Interactivity factor – 10 points

Project score

- Maximal 30 points

Education factor

Education factor

Essence

- The educational value of the project
- How well the topic is interpreted
- Are there creative elements

Evaluation

- The lesson part and user guide – 50%
- At least two distinct problems – 50%

Requirements

About the text

- Completely own text
- In no case – copied (from Wikipedia or other source)

About the illustrations

- Preferably own illustrations
- Exceptions (not own) must ne credited appropriately

About the problems

- Own problems, at least two conceptually different
- Solvable with the software + snapshots + solutions

Program factor

Program factor

Essenceщ

- Complexity of the software implementation
- Source code formatting and styling

Evaluation

- Complexity – 50%
- Style – 50%

Requirements

About the code

- Compulsory significant use of Suica

- Completely own code, not adapted from other sources

- Well formatted and commented

About the role of the code

- To support the project topic

- To be used by the problems

Graphic factor

Graphic factor

Essence

- Visual beauty of the project
- Intuitive and smooth animation

Evaluation

- HTML and CSS beauty – 30%
- Static Suica beauty – 40%
- Dynamic Suica beauty – 30%

Requirements

About HTML/CSS

- Completely own code, not adapted
- Effective use of HTML and CSS

About static Suica beauty

- 3D scene with own graphical objects
- Well selected colours, textures, styles

About dynamic Suica beauty

- Smooth animation of graphical elements
- Especially during interactivity and cascading

Interactivity factor

Interactivity factor

Essence

- Graphical object manipulation with the mouse
- Change of the scene and the view point
- Any change must lead to indirect changes in other graphical objects (cascading, chain reaction)

Evaluation

- Interactivity – 50%
- Cascading – 50%

Requirements

About interactivity

- Intuitive and useful for the topic

- Implemented via mouse motion

- At least two conceptually different interactivities

About cascading

- In real time, while the main object is being changed

Mistakes

Frequently done mistakes

- Too weak use of Suica
- Using not own text, illustrations, style or code
- Too simple program code
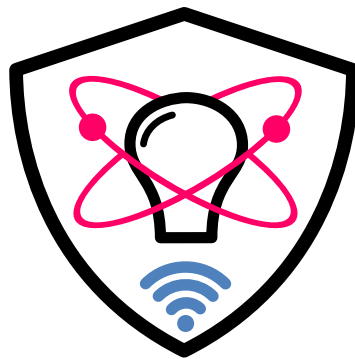- Lack of interactivity and cascading
- Low level of creativity

Advices

Advices

Some advices

- Carefully rethink the project contents, research the topic and decide how you will contribute to it

- Get familiar with the criteria and follow them

- Do not copy, do not adapt

The end

Comments, questions