

# Create Sketches & Prototypes

## Rubric

### Dimension 1

#### Understanding the Client

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##### Reviewer Comment Prompt

- What in the student's prototypes, sketches, or descriptions make it clear that the student is listening to the client's feedback and making changes?
  - Is there anything that could be improved in how the student is responding to the client's feedback?
  - Is the student misunderstanding or ignoring any feedback?
  - If so, identify the issue and make a suggestion for improvement.
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# INTRO TO INFORMATION TECHNOLOGY

## REVIEWER RATING PROMPT 1: SUMMARIZING CLIENT FEEDBACK (WEIGHT = 1)

**Accurately summarizing and understanding feedback during prototype demonstrations is an important prerequisite to analyzing client comments to improve the IT solution.**



Client feedback summary is clear. I know what changes the client wants after the prototype demonstration.



Client feedback summary is usually clear, but it's not always clear what changes the client wants after the prototype demonstration.



Client feedback summary is not clear and I do not know what changes the client wants OR there is no client feedback summary.

## REVIEWER RATING PROMPT 2: ANALYZING USER FEEDBACK (WEIGHT = 1)

**Given the time and resource constraints of a development project, decisions must be collaboratively made with the client to optimally determine what changes, deletions, or additions to functions and features are feasible to complete. Look at the feedback summary.**

**How effectively does the student analyze the client's feedback and make decisions about changing the features and functions within the remaining development time?**



Student analyzes all the client comments and makes sound decisions regarding the feasibility of making those changes.



Student analyzes all the client comments and makes generally sound decisions regarding the feasibility of making those changes.



Student does not analyze the client comments to optimize the remaining development time.

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### Dimension 2

#### Technical Knowledge and Skills

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#### Reviewer Comment Prompt

- Comment on the prototype and sketch complexity.
  - What is good about them?
  - Are either of them too complex?
  - If so, where or in what way? Be specific in your comments.
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## INTRO TO INFORMATION TECHNOLOGY

### REVIEWER RATING PROMPT 1: RAPID DEVELOPMENT TIME (WEIGHT = 1)

Prototype and sketch are meant to be rapidly developed to enable the client to experience a set of limited but crucial functions or features early in the development cycle. How long did the development time take?



Less than four hours to develop a sketch and prototype is appropriate.



Four hours or more (but less than six) to develop a sketch and prototype is just a bit too long.



Six hours or more to develop a sketch and prototype is much too long.

### REVIEWER RATING PROMPT 2: APPROPRIATE FUNCTIONAL COMPLEXITY (WEIGHT = 1)

The prototype and sketch should allow the client to experience the essence of several key functions but need not contain features such as data validation that are extraneous to demonstration of function.

Do the complexity of the sketch and prototype show only the essential elements of the interface or function that student wants to demonstrate?



Complexity is appropriate for prototypes. There was nothing extra in this sketch and prototype.



Complexity is slightly too high, but not overly so, for prototypes. There are a few minor things that should not have been included.



Complexity is too high for prototypes. There are multiple major things that should not have been included.