

Group project evaluation is based on your final application, and your presentation of it. The application itself will be evaluated on 1) functionality, 2) technical implementation, and 3) user experience. In addition, we will also evaluate your ability to reflect on the interplay between your app and the DHIS2 platform and the process of application design and development. As a group, you will be asked to evaluate and suggest a grade for parts of your group work based on the grade scale below.

Reflections on your application and the design and development process	<ul style="list-style-type: none"> - Ability to articulate design choices with your solution, for example the functional partitioning in terms of presentation logic, application logic, data access logic, and data storage. - Ability to elaborate on functional, implementation, and design aspects of your solution - Ability to reflect on the development process (coordination, time management, planning, etc.) - Ability to reflect on the organizing of the project work
Functionality	<ul style="list-style-type: none"> - Fully working implementations of the fundamental requirements - Implemented the minimum requirements for at least two additional requirements (each assessed based on extensiveness, completeness and consistency) - The additional functionality implemented is appropriate and useful given the case description
Technical implementation	<ul style="list-style-type: none"> - UiO Git has been used to coordinate the development throughout the project - The app platform has been utilized - Use of DHIS2 data model to store data and configurations (as opposed to hard-coding this into the app) - Efficient use of APIs (e.g., server-side filtering, client-side caching) - Modularity and reusable components - Utilizing React capabilities - Readable and consistent naming conventions for functions, components, etc.
User experience	<ul style="list-style-type: none"> - Use of the DHIS2 UI library - Use of the DHIS2 UI style guide when UI library lacks components - Overall 'look and feel' appears user-friendly and robust - Appropriate use of terminology and error messages - Meaningful and intuitive navigation - Meaningful page layouts - Alignment with general UX design principles

	A – Excellent	C - Good	E - Sufficient
UiO grade definition	An excellent performance, clearly outstanding.	A good performance in most areas.	A performance that meets the minimum criteria, but no more.
Reflections on your application and the design and development process	The group is able to reflect very well on strengths, weaknesses, why decisions were made, and the design and development process.	The group is able to reflect well on strengths, weaknesses, why decisions were made, and the design and development process.	The group shows limited ability to reflect on strengths, weaknesses, why decisions were made, and the design and development process.
Functionality	Fully working implementations of the fundamental requirements and additional functionality that are extensive, fully working, and useful.	Fully working implementations of the fundamental requirements and some additional functionality (evaluated on their completeness, extensiveness, and usefulness).	Basic implementation of the fundamental requirements, but little more.
Technical implementation	The solution evaluates to be very good on all implementation aspects listed above.	The solution evaluates above reasonably well on all implementation aspects listed above.	The solution evaluates to less than satisfactory on several of the implementation aspects listed above.
User experience	The solution evaluates to be very good on all user experience aspects listed above.	The solution evaluates above reasonably well on all user experience aspects listed above.	The solution evaluates to less than satisfactory on several of the user experience aspects listed above.

For the final presentation, your group should present this form and discuss where you will place your own project from A to E on functionality, technical implementation, and user experience