CSE4939W/4940
Self Assessment of Teamwork and Semester Project

Each team member working on a semester project is to evaluate his or her self and fellow team members on the amount of overall contribution to the project. This assessment is for students that work on teams in CSE4939W/CSE4940.

You are to perform this assessment in confidence, without talking to other team members, and are to send me email or deliver a hard copy document that contains the following:

1. Percentage breakdown of effort on project documentation.

Examine the time and effort each team member of the project spent over the course of the semester, in the areas of:

   a) Contribution to Project Specification Document (only 4939W)
   b) Contribution to Software Quality Analysis (only 4940)
   c) Contribution to Assessment of Realistic Issues (only 4940)
   d) Contribution to Project Design containing Software Design Pattern(s), UML diagram(s), and/or ER Diagram(s) (Both)

While it would be ideal if there was an equal percentage contribution, it wouldn't occur in practice. You also need to consider if all team members started with the same background. For example, if you did a project that was an multi-person web-based game with graphic/display requirements, and one team member needed background on iOS, another on JDBC, a third on REST APIs, a fourth on databases, etc., while other team members were ready to go, then all team members contributed with the first three needing to acquire the background. Just because that is not counted in the final or interim documents that are developed, doesn't mean that the person did not do his/her fair share. The key is whether everyone put in the "same" effort and time commitment towards the project. You don't want to penalize someone that needed to acquire background. Likewise, if you feel that a team member did 10% and you and the rest of the team did 90% (e.g., 10%, 40%, 50% for a three person team), you must be honest in your self-assessment.

2. Percentage breakdown of effort on the prototyping (Both Courses).

This is a complement to 1., and focuses on the amount of documentation, lines of code, and effort on the prototyping.

   a) Which files(web)/packages/classes/APIs were you primarily responsible for? Count lines of code using wc on unix or some other facility.
   b) Which files(web)/packages/classes/APIs were you secondarily responsible for? Count lines of code using wc on unix or some other facility.
   c) Overall, estimate you percentage contribution in documentation and prototyping.
3. Grading estimate for yourself and your team members (Both Courses). If you were grading each other on a scale of 1 to 100, what grades would you assign?
   a) Give yourself and each of your team members each one grade for all six aspects of the project documentation as listed above.
   b) Give yourself and each of your team members each another grade for prototyping, e.g., code, testing, etc.

4. Grading estimate on your overall project - again use a 1 to 100 scale. (Both Courses).

5. Any other confidential comments you wish to share about the team experience and your project in particular. I am particularly interested in your view of the team as a cohesive (desirable) or disjoint (undesirable) unit over the course of the semester. (Both Courses).

Final Comments on Self Assessment

This information, provided in confidence, is ADVISORY only. I may take it into consideration or I may not in your final project grade. I don't want people to team up and try to get another person on the team. I am looking for candid and honest assessment.

For example, I used this approach with a team where one of the members honestly indicated that they didn't carry the load and did about 10%-20% of the work in a three person team. He self-graded himself at either a B- or C+ if I recall. This was echoed in a nice and constructive way by the other team members self assessment.

Try to be constructive and fair in the process - as you leave UConn to take jobs, you'll be surprised the degree that assessment will play a role in your future careers.