

Peer Review

Instructions

Coding for Designers, Managers, and
Entrepreneurs

NOTES:

- 1) To make yourself an editable copy of the template, go to the 'File' menu and then use either 'Make a copy' or 'Download As'.
- 2) Please use this naming convention: '[Your Initials]-for-[Your Peer's Initials](Your Peer's Team)'

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[Integration](#)

Intro Notes

This assignment has two primary purposes. First, it's part of the infrastructure of the course- the best way to provide strong assessment of these types of deliverables in an online course of this type. Please give the kind of thoughtful, actionable feedback you'd like to receive yourself.

Second, and this is of equal or greater importance, coding/digital product development is a team sport and this is your chance to practice. For example, if you've ever heard a coder talk about a 'PR' (pull request), this is a way to make a habit of doing peer code reviews before committing code. Doing so, and being thorough and thoughtful is as important as the job of coding itself.

Please note: The peer review itself you'll submit not with this form but with the interface on the Coursera platform itself.

Section 1: Design Intent

User Stories & Wireframes

If you're not sure which stories and wireframes pertain to the specific work your peer did, please get in touch with them ASAP.

Element	Criteria	Score
User Stories	SCORE	[0-5]
	Includes all of the following: <ol style="list-style-type: none">1. Epic story explaining the larger arc of what's happening (not necessarily all of it implemented in code)2. The epic and child stories have all three clauses (As a [persona], I want to [do something], so that [realize a reward].).3. The reward clause is testable- you could see how to test it with a user as it's implemented in the code4. There are notes that help me understand how the user stories relate to the digital prototype	5
	Includes three of the above	4
	Includes two of the above	3
	No material	0
Notes on the User Stories & Optional Wireframes	[I might better understand the experience(s) you want to provide for the user if ...]	

Section 2: User Experience

Functional Behavior

Element	Criteria	Score
Navigation	SCORE	[0-5]
	Includes all of the following: 1. A clear view of where the user is at any given time 2. A way to go back/reset 3. A clear view of what's next	5
	Includes two of the above	4
	Includes one of the above	3
	No material	0
Task Execution	SCORE	[0-5]
	Includes all of the following: 1. For a user motivated to complete the designated user stories, it's clear how to do so 2. The interface uses strong signifiers for easy discovery 3. The interface provides strong written directions 4. The interface provides useful errors	5
	Includes three of the above	4
	Includes two of the above	3
	No material	0

Notes on Navigation and Task Execution	[I might consider... I got confused when...]	
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Section 3: Code Execution

Code Implementation

Element	Criteria	Score
Scope	SCORE	[0-5]
	Includes all of the following: 1. The code robustly handles the necessary functions 2. The code is clearly decomposed and easy to follow 3. The code has explicit comments that explain what it's doing	5
	Includes two of the above	4
	Includes one of the above	3
	No material	0
Notes on the Code	[I might better understand the code if...]	