Final Report of Project	Project No. : 2014/0115(Revised)

Part A

Project Title: Developing a school-based assessment management system with the use of cloud-based and

Apps technology as well as gamification

Name of Organization/School: **CUHK FAA Thomas Cheung Secondary School**

Project Period: From Apr 2016 to   Dec 2016

Part B

*Please read the **Guidelines to Completion of Final Report of Quality Education Fund Projects**   before completing this part of the report.*

Please use separate A4-size sheets to provide an overall report with regard to the following aspects:
1. Attainment of objectives
2. Project impact on learning effectiveness, professional development and school development
3. Cost-effectiveness – a self-evaluation against clear indicators and measures
4. Deliverables and modes of dissemination; responses to dissemination
5. Activity list
6. Difficulties encountered and solutions adopted

Name of Project Leader: _____   Name of Grantee*: _____

Signature: _____   Signature: _____

Date: _____   Date: _____

**   This Project is now under the application of Project Extension. Information of the Final Report may be revised after the completion of the project. Here is the most updated information and progression of the project.

* Final Report of Project should be submitted via "Electronic Project Management System" (EPMS). Once submitted, these reports are regarded as already endorsed by the supervisor of the school/the head of the organization or the one who signed the Quality Education Fund Agreement for allocation of grant on behalf of the organization.

This form/guidelines can be downloaded from the QEF webpage at http://qef.org.hk.

Table 1: Attainment of Objectives

Objective statement	Activities related to the objective	Extent of attainment of the objective	Evidence or indicators of having achieved the objective	Reasons for not being able to achieve the objective, if applicable
Developing a school-based assessment management system				Some technical problems has occurred during the project period. 1.System being hacked during the programming stage. 2. Procurement period was extended because some vendors are required to provide more information.
Developing an Apps and _____ interface for students to work on the assessment so as to enhance students' self-directed learning and learning motivation with the use of gamification.				Correcting data material for different subjects is a major course.
Developing teachers with a mindset and skillset in assessment for learning and gamification with this project as a kick-off pilot as well as a tangible solution in its own.	Teachers Development Day. Workshops on electronic teaching and learning.	Partially Achieved	Teachers questionnaires showed that nearly half of them are ready to use electronic materials in teaching and assessment	Lack of software support. Most apps need advanced knowledge of e-learning and technical skills. As the system mentioned above is not yet ready, developing teachers with a mindset and skillset in assessment for learning is hard to do it without implementation and training.

Table 2: Budget Checklist

Budget Items *(Based on Schedule II of Agreement)*	Approved Budget (a)	Actual Expense (b)	Change [(b)-(a)]/(a) +/- %
App Development and System setup	$70,000	$0(Not yet completed)	-100%
Equipment	$73,700	$74,700	+1.4%

Table 4: Activity List

Types of activities *(e.g. seminar, performance, etc.)*	Brief description *(e.g. date, theme, venue, etc.)*	No. of participants schools	teachers	students	others (Please specify)	Feedback from participants
Staff development	6/2/2017 School Aims at introducing apps and electronic teaching and learning		~60	0		Teachers are willing to use electronic materials upon the satisfaction of hardware and software.
Student activities in HMSC lesson	12/2016 School Aims at using ___ in teaching HMSC	1		~20		Students are required to use ___ to search information related to HMSC.

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Table 6: Difficulties encountered and solutions adopted

Difficulties encountered	Solutions adopted
1. Teachers adaption in e-learning: Some teachers were not familiar with e-learning and thought that it is a brand new teaching approach in teaching.	1. Teacher workshops were held. One was to introduce e-learning and assessment tools. Showing to them that these tools are user friendly. 2. Supporting team to help teacher in setting up the e-learning equipment. Giving them confidence that they are not alone, the TSS and IT team members serve them well during the lesson.
2. Procurement time is out of the expectation. As the project required to develop an assessment system, some vendors were not clear with the requirements, it caused long time to explain the project requirements.	1. Draft a detail project requirement. 2. Project extension may be required.
3. Technical Problems ruin the project: Vendor notices that the system was being hacked by hackers, system needs to rebuild and some stage needs to redo.	1. After the system was hacked, higher security setting was applied to the system.
4. Application of ID: the system uses as the clients. However, application of ID required an email address with school name as domain. It makes a big problem as the school doesn't have one.	Apply one school-name domain with ISP, it causes some time to setup.
5. Assessment materials are difficult to import/input to system.	Not yet fixed the problem, as there are too many formats of assessment materials, system is not ready to import every type of them. Manual input maybe one of the solutions.