

## Final Project Rubric (65 points)

<b>Project dimension</b>	<b>Incomplete</b>	<b>Complete and Satisfactory</b>	<b>Exemplary/ Masterful</b>
Brainstorming process	0-3 points - little to no evidence of planning	3-6 points - planning done as project evolved	7-8 points - significant prior planning
Project goals	0-2 points - goals not set	3-4 points - most goals well-described - one or more goal not entirely reasonable	5 points - all goals well-described and reachable
Context-setting	0-3 points - no introduction, instructions or description (as appropriate for project type)	4-6 points - clear introduction (for a website, clear index page; for a game, clear introductory scene)	7-8 points - clear introduction with strong "thesis" (goal in the case of a game; introduction on 1st page for a website)
Research	0-4 points - little to no research completed	5-6 points - all obvious sources consulted (early hits on Google, teacher, etc)	7-9 points - diverse sources - sources acknowledged appropriately
Product	0-5 points - does not represent one coherent product	6-10 points - mostly complete	10-15 points - polished look - complete
Technology	0-1 point - barely focused on technology	2-3 points - explores a technology in some detail - builds on student's tech skills	4-5 points - dives deeply into one or more technologies (use or discussion) - demonstrates new skills gained by student
Project presentation	0-5 points - some questions poorly addressed - poor organization - significant mumbling/hesitation	5-8 points - all questions addressed - generally well-organized	9-10 points - demonstration of product or explanation of new concept is compelling - talk is engaging and fluid
Presentations Participation	0-1 point - not paying much attention	2-4 points - engaged in most talks	5 points - fully engaged, asking questions, etc

