

**DIGITAL GAME RUBRIC - "JUDGING CRITERIA" – ACTE**  
**Alabama Consortium for Technology in Education**

<b>DIGITAL GAME DESIGN</b>	<b>MINIMAL</b>	<b>PARTIAL</b>	<b>MASTERY</b>	<b>RANK</b>
<p align="center"><b>DOCUMENTATION</b> 0 – 10</p> <p>Did student(s) include citations for sources &amp; permissions for non-student produced material?</p>	0 – 5  Little to none of the required documentation present.	6 – 9  Some or most of the required documentation present.	10  All required citations and permissions are present or none needed.	
<p align="center"><b>PROJECT COMPLETION</b> 0 – 15</p> <p>Did student(s) complete the entire project?</p>	0 – 5  Project has little to no functionality.	6 – 10  Project is incomplete and/or lacks a clear rule set or goal. Game may not be fully playable.	11 – 15  Project completely interactive with a clear rule set and goal. Game is completely playable by one or more people.	
<p align="center"><b>CREATIVITY</b> 0 – 20</p> <p>Did student(s) use a higher level of creativity throughout the design process and presentation?</p>	0 – 7  Minimal levels of creativity shown in the project design and oral presentation.	8 – 14  Displays lower level of creativity in the design process and oral presentation.	15 – 20  High level of creativity in the design process. Game presents an interesting or creative challenge. Oral presentation unique, well planned and creative.	
<p align="center"><b>PURPOSE</b> 0 – 25</p> <p>Did all parts of the project work together for the intended purpose?</p>	0 – 9  Little to none of the elements of the design fit the purpose of the project.	10 – 17  Elements of project not cohesive. Navigating the menu is not intuitive. Elements of project are missing or lack quality.	18 – 25  Game has high quality sound, animation, environments and elements. Game is fun and engaging. Player can navigate with ease.	
<p align="center"><b>UNDERSTANDING</b> 0 – 30</p> <p>Did student(s) demonstrate a solid understanding of the software in development of the project?</p>	0 – 10  Student displays little to no understanding of the software used.	11 – 20  Student is unable to answer specific questions about the project or software used. Unclear about specifics of the project and/or the design process.	21 – 30  Student can answer specific questions about their project and the software used to program and design the game.	
<b>COMMENTS</b>				
			<b>TOTAL SCORE</b>	

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