

2022 AUDIO PRODUCTION RUBRIC - "JUDGING CRITERIA" – ACTE
Alabama Consortium for Technology in Education

AUDIO PRODUCTION	MINIMAL	PARTIAL	MASTERY	RANK
<p align="center">PORTFOLIO - DOCUMENTATION 0 – 10</p> <p>Did student(s) include citations for sources & 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">PROJECT COMPLETION 0 – 15</p> <p>Did student(s) complete the entire project?</p>	0 – 5 Project does not work at all or barely works.	6- 10 Project begins and ends abruptly. Lacks audio effects or musical elements. Needs more work.	11 – 15 Project is complete: a clear beginning, middle and end with audio effects and musical elements throughout project.	
<p align="center">CREATIVITY 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 Displays high level of creativity throughout the design process and oral presentation. Unique, well planned and creative.	
<p align="center">PURPOSE 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 Minor issues such as background noise or sound level problems. Student's vocal audio needs more refinement.	18 – 25 Quality of production is high-end with no issues. All audio effects and musical elements enhance the project. Vocal audio clear and editing effective.	
<p align="center">UNDERSTANDING 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 does not show full understanding of the software. Choice of software may be inappropriate for project.	21 – 30 Mastery in the choice and use of software to enhance the project. Student answers specific questions about their project.	
COMMENTS			TOTAL SCORE	

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