

2022 DIGITAL GAME RUBRIC - "JUDGING CRITERIA" – ACTE
Alabama Consortium for Technology in Education

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

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COMMENTS			TOTAL SCORE	