

**2022 MULTIMEDIA APPLICATIONS RUBRIC - "JUDGING CRITERIA" – ACTE**  
**Alabama Consortium for Technology in Education**

<b>MULTIMEDIA APPLICATIONS</b>	<b>MINIMAL</b>	<b>PARTIAL</b>	<b>MASTERY</b>	<b>RANK</b>
<p align="center"><b>PORTFOLIO - DOCUMENTATION</b> 0 – 10</p> <p><b>Did student(s) include citations for sources &amp; permissions for non-student produced material?</b></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><b>Did student(s) complete the entire project?</b></p>	0 – 5  Project is incomplete. Difficult to follow. Numerous grammatical errors. Simple and basic with not much thought.	6- 10  Project has little organization. Navigation inconsistent. Few grammatical errors. Effective and imaginative.	11 – 15  Project complete with all essential information. Navigation through project makes sense. Evidence of research. Original.	
<p align="center"><b>CREATIVITY</b> 0 – 20</p> <p><b>Did student(s) use a higher level of creativity throughout the design process and presentation?</b></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 throughout design. Unique, well planned and creative to include color, balance of graphics, text, and use of special effects.	
<p align="center"><b>PURPOSE</b> 0 – 25</p> <p><b>Did all parts of the project work together for the intended purpose?</b></p>	0 – 9  Little to none of the elements of the design fit the purpose of the project.	10 - 17  Combination of elements and content reinforce the topic. Little evidence given to layout, text, graphics and special effects.	18 – 25  Choice and use of software to enhance project is mastered. Special attention given to layout, graphics, and special effects. Project flows well.	
<p align="center"><b>UNDERSTANDING</b> 0 – 30</p> <p><b>Did student(s) demonstrate a solid understanding of the software in development of the project?</b></p>	0 – 10  Student displays little to no understanding of the software used to create the project.	11 – 20  Some understanding of the software used to create the project. Student able to explain software to some degree.	21 – 30  Student able to demonstrate all aspects of software. Mastery of understanding of the software to enhance the project.	

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<b>COMMENTS</b>			<b>TOTAL SCORE</b>	