

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

VIDEO 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 is incomplete, unedited, or not an original student created video.	6- 10 Project begins and ends abruptly. Project lacks audio effects or musical elements in certain areas.	11 – 15 Project is complete with 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 High level of creativity throughout design 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 Some elements are unnecessary or missing. Minor issues such as background noise, sound level problems or shaky video.	18 – 25 Audio and video are smooth transitions that enhance project. Audio consistent quality and properly synchronized with video. Edits clean and 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 to create the project.	11 – 20 Student does not show full understanding of software. Choice of software may be inappropriate for the project.	21 – 30 Student explains specific questions about design process and can explain all edits to enhance project. Mastery of software.	
COMMENTS			TOTAL SCORE	