

ACTE: Individual/Group Mobile Apps Rubric

DIRECTIONS

1. Ask the student/group for the **printed portfolio**. Digital or electronic portfolios are not accepted. Allow no more than 5 minutes for project setup and score the printed portfolio during setup.
2. Confirm that the mobile app, interface, code or visual programming, content, graphics, data, documentation, and production assets are student-created. **AI-generated mobile-app content, code, or production assets are prohibited.** If suspected or disclosed, pause scoring and refer the entry to ACTE staff.
3. Allow no more than 10 minutes for the project presentation. The student may choose which portion of a larger body of work to show.
4. Judges may ask questions for no more than 5 minutes and are not limited to the topics listed in the rubric.
5. Enter a score for every criterion. Add the /30 portfolio score and /70 project/presentation score for the /100 final score, then initial page 2.

PRINTED PORTFOLIO CHECKLIST			Points
Online Orientation Certificate	0 Certificate is missing.	10 Certificate is printed and placed as page 1 of the portfolio.	
Printed Portfolio	0 No printed portfolio is submitted, or only a digital/electronic portfolio is provided.	10 A complete printed portfolio is submitted at judging. Digital portfolios are not accepted.	
Required Portfolio Sections	0 Required printed portfolio sections are not provided.	10 - Printed portfolio includes these 9 sections: 1. Online Orientation Certificate (first page) 2. Project identification page: student name(s), school, category, level, and region 3. Table of contents 4. Project narrative: purpose, learning, and benefit 5. Software and hardware used 6. App brief, user need, target audience, feature requirements, user flow, wireframes, screen designs, data plan, development schedule, or other planning evidence 7. Development screenshots, representative code or visual-programming blocks, version history, device/emulator testing, debugging notes, usability feedback, revisions, and final build evidence 8. Works cited/bibliography and credits for libraries, APIs, tutorials, datasets, text, images, media, and other sources 9. Signed statement that the mobile app, code or visual programming, content, and production assets are student-created and contain no AI-generated content or assets	
Judges Printed Portfolio Checklist Score			/30

This section is valued at 30 points total.

MOBILE APPS PROJECT & ORAL PRESENTATION RUBRIC

Select the score range that best matches the demonstrated level. Enter one numeric score from 0-10 for each criterion.

PROJECT					Points
Purpose, User Need & App Concept					
0 No identifiable purpose, user need, audience, or app concept.	1-3 Purpose is unclear; the app addresses little identifiable user need or intended audience.	4-6 A basic purpose and audience are evident, but requirements, value, or scope are uneven.	7-9 Clear, useful app concept addresses a defined user need with logical requirements and audience focus.	10 Compelling, innovative concept demonstrates exceptional understanding of users, purpose, requirements, and potential impact.	
PROJECT					Points
Interface Design, Navigation & Accessibility					
0 No usable interface or navigation can be evaluated.	1-3 Screens, controls, labels, navigation, readability, contrast, or accessibility frequently confuse the user.	4-6 Core screens and navigation work, but consistency, hierarchy, feedback, ease of use, or accessibility is uneven.	7-9 Intuitive navigation, consistent screens, clear controls, useful feedback, and accessible design support the user.	10 Exceptional mobile interface provides seamless navigation, polished visual hierarchy, accessibility, clarity, and audience-centered interaction.	
PROJECT					Points
Functionality, Data & User Experience					
0 The app does not run or perform its intended function.	1-3 Major features, inputs, outputs, data, links, media, or controls are incomplete, unreliable, or broken.	4-6 Core features work, but validation, data handling, feedback, performance, or user flow is inconsistent.	7-9 App functions reliably with accurate data handling, appropriate validation, useful feedback, and effective user flow.	10 Production-ready functionality demonstrates robust features, accurate data, thoughtful validation, smooth performance, and exceptional user experience.	
PROJECT					Points
Technical Implementation, Testing & Device Compatibility					
0 No working build or technical implementation can be evaluated.	1-3 Code or visual logic is disorganized; major errors, crashes, permissions, installation, or compatibility problems prevent reliable use.	4-6 App functions on a test device or emulator, but structure, debugging, testing, security, performance, or compatibility is uneven.	7-9 Well-organized code or visual logic, thorough testing, effective debugging, appropriate permissions, and reliable device compatibility support the app.	10 Exceptional implementation shows maintainable logic, rigorous testing, secure permissions, stable performance, and reliable compatibility.	
PROJECT					Points
Originality, Purpose & Student Authorship					
0 Purpose or student authorship cannot be established.	1-3 Work shows limited original decision-making; templates, code, assets, data, or development process are unclear.	4-6 Purpose and student contribution are evident, though technical choices, customization, or documentation are basic.	7-9 Original, purposeful app with clear student ownership, appropriate source credits, and strong development evidence.	10 Distinctive creative and technical vision with convincing evidence of independent student authorship and complete understanding of the app.	
PRESENTATION					Points
Explanation of Development Process & Professional Delivery					
0 Does not explain or demonstrate the app-development process.	1-3 Explanation is difficult to follow; limited preparation or understanding of how the app was planned and built.	4-6 Explains major steps and tools, but detail, organization, testing, debugging, or delivery is inconsistent.	7-9 Clearly explains user need, planning, interface, programming, data, testing, debugging, publishing, and revisions professionally.	10 Confident, concise demonstration shows command of the complete mobile-app development workflow and key technical decisions.	
QUESTIONS					Points
Technical Knowledge, Problem-Solving & Responses					
0 Does not answer judges' questions.	1-3 Answers are incomplete or show little understanding of the platform, code or logic, features, data, or errors.	4-6 Answers most questions and describes basic interface, programming, device, testing, or debugging challenges.	7-9 Provides specific, accurate responses about platform tools, code or logic, data, APIs, accessibility, security, testing, sources, and revisions.	10 Insightful responses demonstrate deep mobile-development knowledge, effective troubleshooting, reflection, and equal group contribution.	

AI-GENERATED MOBILE-APP CONTENT PROHIBITED: Entries may not contain generative-AI-created code, visual-programming blocks, interface layouts, text, images, graphics, audio, video, datasets, documentation, or other production assets. Judges should not independently penalize suspected use; pause scoring and refer the entry to ACTE staff for review.

Judges Printed Portfolio Checklist Score	/30
Mobile Apps Project & Oral Presentation Score	/70
Total Project Score	/100
Ranking (ACTE Staff Only)	

Judges Initials: _____