

2021 DIGITAL GAME RUBRIC - JUDGING CRITERIA – ACTE

Alabama Consortium for Technology in Education

Virtual Project Number: #

DIGITAL GAME DESIGN	MINMAL	PARTIAL	MASTERY	Tally
PORTFOLIO - DOCUMENTATION 0 – 10 Did student include citations for sources & permissions for non-student produced material?	0 – 5 Little to none of the required portfolio documentation present. Not enough to explain project plan.	6 – 9 Most of the required portfolio documentation present. Easy to follow. Good layout of project plan.	10 All required information for portfolio, documentation, citations and permissions are present. Concise well executed project plan.	
PROJECT COMPLETION 0 – 15 Did student complete the entire project?	0 – 5 Project has little to no functionality.	6 – 10 Project is incomplete and/or lacks a clear rule set or goal. Game may not be fully playable.	11 – 15 Project is completely interactive with a clear rule set and goal. Game is completely playable by one or more people.	
CREATIVITY 0 – 20 Did student use a higher level of creativity throughout the design process and presentation?	0 – 7 Minimal levels of creativity shown in the project design and oral presentation.	8 – 14 Displays moderate level of creativity in the design process and oral presentation.	15 – 20 High level of creativity in the design process. Game presents an interesting or creative challenge. Oral presentation unique, well planned and creative.	
PURPOSE 0 – 25 Did all parts of the project work together for the intended purpose?	0 – 9 Little to none of the elements of the design fit the purpose of the project.	10 – 17 Elements of project not cohesive. Navigating the menu is not intuitive. Elements of project are missing or lack quality.	18 – 25 Game has high quality sound, animation, environments and elements. Game is fun and engaging. Player can navigate with ease.	
UNDERSTANDING 0 – 30 Did student demonstrate in project video a solid understanding of the software in development of the project?	0 – 10 Student demonstrates little to no understanding of the software used.	11 – 20 Student demonstrates some knowledge but offers little specifics of the project and/or design process.	21 – 30 Student demonstrates a keen knowledge about project and the software used to program and design the game.	
			TOTAL SCORE	