

FS104 Computer Applications Final Project

Assignment: Create a multimedia interactive project using text, imported graphics, original graphics, animations, and/or video clips or advanced features (such as the use of api's, shopping carts, widgets, scripting.) The purpose of this course is to apply your skills developed so far to entice your audience to interact with your product. Attention to user-centered design, interface, creating multiple interactions, and providing a clean (no misspellings!) presentation of your skills to date.

	Beginner: 1 point	Novice: 2 Points	Intermediate: 3 points	Expert:4 points	Self Evaluation	Teacher Evaluation
Topic/Content	Includes little essential information and one or two facts	Includes some essential information with few citations and few facts.	Includes essential information with most sources properly cited. Includes enough elaboration to give readers an understanding of the topic.	Covers topic completely and in depth. Complete information. Encourages readers to know more.		
Technical Requirements	Includes less than 3 pages and graphics and uses outside sources for some artwork.	Student either created less than required 3 pages and/or images, or did not create all graphics used in portfolio.	Includes minimum 3 pages and 3 graphics.	Student went beyond assignment minimum criteria of 3 pages and 3 personally created graphics.		
Mechanics	Includes more than 5 grammatical errors, misspellings, punctuation errors, etc.	Includes 3-4 grammatical errors, misspellings, punctuation errors, etc.	Includes 2-3 grammatical errors, misspellings, punctuation errors, etc.	Grammar, spelling, punctuation, capitalization are correct. No errors in the text.		
Presentation	Difficulty in communicating ideas. Little preparation or incomplete work.	Some difficulty communicating ideas, due to lack of skills, incomplete work and lack of attention to detail.	Communicates ideas with clarity and in an easy to understand format. Adequate preparation and delivery.	Communicates ideas with appropriate language, clear delivery, use of visual hierarchy and clean navigation. All interactions are easy to understand and target to audience.		
Scale: 18 - 20=Expert 15 - 17=Intermediate 10 - 14=Novice 6 -9=Beginner				Total Points		

Created for MM3301 Interaction Design for Entertainment | Sharon Kaitner, M.Ed., Instructional Technologist | For Educational Purposes Only

Original rubric courtesy of SAS inSchool <http://www.SASinSchool.com>