

A Rubric for Assessing Project Work - School of Art

	EXCELLENT	GOOD	POOR
PLAYABILITY	Game works logically and smoothly; players understand what they are supposed to do.	Game works fairly logically and players can understand what they're supposed to do with extra effort/clarification.	Game doesn't work logically, players run into confusion and problems that indicate that the game wasn't adequately play tested.
MDA INTEGRATION	Aesthetic is clearly expressed, and Mechanics and Dynamics strongly support the Aesthetic.	Aesthetic is unclear, or Mechanics and Dynamics weakly support the stated Aesthetic.	There is no Aesthetic, or Mechanics and Dynamics don't support the stated Aesthetic.
ORIGINALITY	Game conforms to the parameters of the assignment <i>and</i> does something novel, original, creative.	Game stays within the parameters of the assignment but doesn't do anything particularly novel, original, creative.	Game fails to fulfill the basic purpose of the assignment.
PROCESS	Identifies the ideas you rejected and clearly explain why they were rejected and how they affected playability or the aesthetic.	Identifies rejected ideas but does not explain them clearly.	Fails to identify any of the rejected ideas and/or to explain why they were rejected.