

Rubric for COSC 440 – Project 2

Name:

	1-8	8-11	12-17	18-20	Points
Execution	Project appears unfinished. Project may have several technical problems, audio issues, visual artifacts (including uncovered box labels on physical models), or an inability to input a string (for model representations)	Project is sloppy. Project may have some small elements that are unfinished, and also has some issues across the representation. Project has trouble with input, but allows it for model representations.	Project is solid, with few technical or observable issues. Input works well for model representations.	Project is polished and works well, with no observable flaws. Input is done in a creative way that requires no assistance from the team.	
Clarity	The project is not representative of the topic the team is attempting to represent. For model representations, this includes models that do not follow the rules for the model of computation.	It is clear that the project is attempting to communicate the central topic, but does not effectively do so. Includes many elements that are out of place and/or distracting. For model representations, this includes languages that are not sufficiently complex.	The project clearly is about the topic, with one or two elements that are out of place. Instructions for the model's execution may be required for model representations.	The project is cohesive and the topic is clearly communicated without need of external explanation.	
Presentation	Teams are not able to communicate the purpose or design of the representation. They are not able to answer questions in regards to their project.	Teams are able to communicate the purpose, or the design of their representation, but not both. They are able to answer a few of the questions sufficiently.	Teams are able to communicate the purpose and design, but may not be completely clear. They are able to answer most of the questions sufficiently.	Teams are able to communicate the purpose and design of their project effectively. They are able to answer all questions sufficiently.	
Creativity	Teams show no creativity or planning in implementation.	Elements of the project may be done well, but does not represent any creative thinking, relying solely on typical implementation.	A few elements in the project indicate creativity in implementation or design.	Several elements in the project indicate clear creative thought in either creation or display. The representation is unique and original.	

Total Points: /80

Comments: