

1.E: ASSESSMENT REFERENCE GUIDE

1.E.1: Game Modification Plan – Assessment Rubric



	Unacceptable	Basic	Proficient	Distinguished
Quality of Response	<i>Game Modification Task Sheet</i> is not fully thought out and complete. Answers are incomplete and do not show evidence of completion of the <i>Game Modification Plan</i> .	<i>Game Modification Task Sheet</i> is complete, but the objective of the game is not clearly articulated and fully detailed. Likes and dislikes are identified, but there is no clear explanation as to why. Minimum answers are provided for each question.	<i>Game Modification Task Sheet</i> is complete and includes an in-depth analysis of the game. The game objective is clear and the responses to the questions are well articulated and explained. Responses demonstrate a good grasp of how a contemporary game review process works and how a game may actually be revised.	In-depth analysis of the game is very evident within the <i>Game Modification Task Sheet</i> ; responses illustrate a deep and thoughtful review. Multiple new views are offered on why the existing game is successful. A strong rationale is provided for likes and dislikes of the game actions, design, and appearance; additional factors are also provided.
Modification Plan	The <i>Game Modification Plan</i> is incomplete, does not include valid suggestions for game improvement.	Revised objective of the game as indicated within the <i>Game Modification Plan</i> is not very different from original. Some changes are offered for gameplay or game design; some reasons are offered for why suggested changes would not be included.	The <i>Game Modification Plan</i> depicts new ideas for modifying the game and reflects a well-articulated idea or concept with regard to workability. Responses show understanding of how the gameplay and/or game design will be affected along with a good analysis of why game developers may not have implemented these ideas.	Recommendations and ideas within the <i>Game Modification Plan</i> are extremely clear and concise, and include unique recommendations to improve the game. Realistic (i.e. workable) and valid suggestions are offered explaining how they will improve the game. Multiple change ideas are offered and are clearly explained. The revised objective of the game successfully compliments what the revised game will be.
Creativity	The work is not very creative. The work does not offer new approaches or ideas.	The work is somewhat creative, offering some new ideas. Familiar approaches, ideas, and methods were provided in the work.	The work is creative, offering new ideas and approaches to change the game in a unique way. The work takes some risks in ideas suggested for the revision.	The work is highly creative, offering multiple alternative approaches to changing the game from its original design. Familiar methods and approaches have been combined in new and innovative ways.
Mechanics: spelling, grammar, punctuation	Assignment is delivered sloppy and includes many errors.	Assignment was probably not proofread as it includes several errors.	Assignment has been proofread and includes minimal errors.	Assignment has been thoroughly proofread and contains no errors.