

3.E: ASSESSMENT REFERENCE GUIDE

3.E.2: Contemporary Game Assignment – Assessment Rubric



	Unacceptable	Basic	Proficient	Distinguished
Genre Identification	Genre is correctly identified along with sub-genre. No alternative genres proposed. No support for choice of genre.	Genre is correctly identified along with sub-genre. A single appropriate possibility for alternative genre classifications is suggested. Text attempts to support choice of genre.	Genre is correctly identified along with sub-genre. A single appropriate possibility for alternative genre classifications is suggested. Text is organized and aligned with the choice of genre.	Genre is correctly identified along with sub-genre. At least two appropriate possibilities for alternative genre classifications are suggested. Text is clearly crafted to support choice of genre.
Audience Description	Incorrectly identifies intended audience.	Identifies intended audience but provides no support for decision.	Identifies intended audience and text is aligned with choice.	Clearly identifies intended audience and text is crafted to support identification.
Goals and objectives	Goals are vague and/or incomplete.	Goals and objectives are partially identified but not stated such that a player understand how to play the game.	Most goals and objectives are identified so that a player could successfully play the game.	Goals and objectives are clearly stated and describe what a player must to do to win the game.
Narrative description	Does not clearly describe game story.	Describes game story but does not provide any information on characters.	Clearly describes the game story, the idea behind the game, and identifies major characters in one or two sentences.	Clearly describes the game story, the idea behind the game, and identifies major characters submitting at least 6 sentences.
Overall game	Does not clearly address one or more of the following: graphics, playability, entertainment value.	Provides a brief description of the graphics used in the game. Describes the controls of the game but does not go into detail regarding usage. Addresses fun level but no regard to replay-ability.	Provides an adequate description of the graphics used in the game. Clearly describes the controls of the game with respect to ease or difficulty of use. Succinctly describes the entertainment value of the game with respect to fun and replay-ability.	Provides a vivid description of the graphics used in the game. Clearly describes the controls of the game with respect to ease or difficulty of use. Thoroughly describes the entertainment value of the game with respect to fun and replay-ability.
Technical: spelling, grammar, punctuation	Paper has many (e.g. >10) errors.	Assignment has several (e.g. 5-9) errors.	Assignment is proofread well, but has a few (e.g. 3-5) errors.	Assignment has been thoroughly proofread and contains little to no (e.g. 1-2) errors.