

4.E: ASSESSMENT REFERENCE GUIDE

4.E.1: Work Breakdown Structure (WBS) – Assessment Rubric



	Unacceptable	Basic	Proficient	Distinguished
Work Breakdown Structure Components	Incomplete project steps and sequence.	Limited project steps and limited sequencing errors.	Project details identified on the charter by correct level of effort, WBS Code and descriptions to enable delivery of project to meet identified milestones.	The WBS is very accurate and complete with in depth levels and codes that clearly delineate all tasks to be completed. Descriptions are well thought out and clearly articulates tasks.
Completeness (quality of content)	Incomplete information provided.	WBS is completed, but lacks some key information or has errors such as inaccurate levels or WBS codes, Element Identification and definition.	WBS is properly completed but may have a few minor errors such as inaccurate levels or WBS codes, Element Identification and definition.	WBS is very well thought out in terms of sequence of events. Levels of work are very accurate and well thought out. The specific elements are very accurate in terms of major tasks to be completed in a measured block. Definitions are very clear and provide specific deliverables for each Element and Level.
Mechanics: spelling, grammar, punctuation	Paper has 7 or more errors.	Assignment has between 5 and 6 errors.	Assignment is proofread well, with only 3 or 4 errors.	Assignment has been thoroughly proofread with no more than 2 errors.
Accuracy of Elements	Elements are vague and/or incomplete.	Elements are partially identified, but not stated such that a developer understands what is to be completed.	Most elements are identified so that a developer could successfully create the game.	Elements are clearly stated and are specific and sized right to describe what a developer must to do to schedule and create the project.