Digital Prototyping Project Grading System:

The first **four** projects of the class will be largely evaluated by your classmates. These four projects will be subject to a peer review process similar to the way major projects are won through grant systems, competitive bidding, corporate project systems and academic review.

Competitive Ranking Overview:

Each student will rank each project from strongest to weakest. This ranking will determine the relative "quality points" for the project presentation. Quality points reflect how much your audience (the class) liked or disliked the project as presented.

Individual Ranking

- If a **project receives a top 5 ranking** (i.e. it is one of the five best projects provided at that time), it receives an automatic A for the project (95 numerical score). A tie ranking will be handled as needed.
- All other projects will receive an instructor-based grade as follows (generally):

Letter	Numerical	Evaluation
A	95	Project is clear, creative/innovative, relatively polished, and plausible
B	85	Project lacks one of the following: clarity, creativity/innovation , polish or plausibility (as explained)
C	75	Projects lacks two of the following - clarity, creativity/innovation , polish or plausibility (as explained)
D	65	Project only has one of the following: clarity, creativity/innovation , polish or plausibility (as explained)
F	25	projects is not clear, not creative/innovative, not polished, and not plausible

Total Rankings (Adjustments to final grade)

- Each student **must receive at least one top 25%** ranking in any one of their projects to be **eligible for an A**.
- If a student receives a **top 20% ranking** on all of their projects, they will receive **an automatic A in the class**. A student will receive the A regardless of their other scores (presentations and participation) as long as there are no other obvious blemishes to their record (e.g. bad behavior, sabotage, etc).
- If a student receives **a bottom 20% ranking on all of their projects**, they will receive **a maximum grade of C** in the class. This is more lenient than a standard bell curve.

Competitive Ranking System:

- Each student must provide a distinct project ID for each project to help people identify the project (e.g. Super Bouncy Game, Taj Mahal in New York, Campus Roller Rink, etc). The project ID should not have your name in it,

as it is a way for people to identify the project, not you. Your project ID should be present during the entire project presentation.

- The "ranking score" will be tallied by adding all of the project scores. The ranking score will be reported to the student via project ID.

Assignment Completion Requirements: The Blog

- Each project will be posted to the blog to make the projects visible to the outside world. The blog will also stand as secondary resource for project ranking, as students may review the blog to revisit certain projects. Failing to post your project to the blog, means you have failed to complete the assignment.
- Every student is required to provide written feedback (via the blog) on at least one other student project. Your participation grade will be effected by the number of blog critiques entries and their quality. The number of blog entries will be tallied at the end of the class and totaled for a "participation quality score." The participation quality score is 50% of your participation grade, the remainder is calculated via qualatative observation (spoke in class, offered insightful critique, willing to help others, etc).

Project Grade Computation

Each project must demonstrate at least 2 iterations between pitch and final project proof of concept document. The iterations must does not have to be digital, but it must be documented (as sketch, model, photograph, etc).

Project Evaluation Rubric

A good digital prototype is clear, creative (or at least innovative), presented well and plausible (or at least seemingly plausible). As such, your projects will be evaluated as follows:

	A	B	C	D	F
Project Clarity	Clearly understood without further explanation It takes 3-5 minutes or less to get the "gist" of your project	Requires additional explanation not present in the presentation to be understood. Obvious gaps in the project demonstration or application exist, leaving minor holes in claims. Minor problems in audience It takes 10+ minutes to process the gist of your project	Requires moderate explanation not present in the presentation. A minor problem in information accessibility (e.g. use of technical jargon) 1 or 2 Gaps in the project demonstration or application exist, leaving gaping holes in claims Moderate problems with audience	Key explanation not present or the explanation fails to make the information accessible to its audience. Major gaps abound Major problems with audience address	Project is very unclear, focus and audience are missing. Incomprehensible to current audience
Creativity	Brand new idea not previously experienced by audience Exciting	Derivative innovation or mildly new idea Interesting, but not exciting	New idea to you, but if you had done the proper research you'd discover this has been done before. Almost interesting, not entirely boring	Very basic research would indicate that this has been done before. "Boring", common idea	There is nothing new presented The project has clearly been completed before, leaving little need for a prototype or proof of concept Very boring
Presentation Quality	Clean, clear, sharp and well dressed High technical/and or artistic quality	A few loose spots, otherwise well dressed Medium technical/and or artistic quality	A single sloppy moment, in an otherwise reasonably dressed presentation average tech/art	The project is sloppy or does not reflect upper-level undergraduate work Poor tech/art	Plagiarism or substantially borrowed work Insubstantial work, or exceedingly sloppy
Plausibility	Seems accomplishable	One or two obstacles not clearly addressed Does not seem to have all the problems worked out.	Seems unnacomplished as presented, but with more research it is plausible Problem prone	Requires something highly impractical A likely insurmountable problem prevents this from being accomplished	Requires the impossible (Superman must use his X-ray vision) A clearly insurmountable problem prevents this from being accomplished

How does this rubric effect the overall grade?

A grade of C or below represents lack in that particular area. So, for grading, a “D” in and area, means a best possible grade of a B on the project. Likewise, two C’s may aggregate to a single category “lack”, and a C and D may aggregate to two lacking elements. Remember your grades for non leading projects will be calculated as:

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