Game	Rubric					
			Name:			
			Date:			
criteria	10	7	4	1		points
Creativity	work is exceptionally unique, detalied, interesting. Creative risk	work is generally unique, somewhat detalied, somewhat interesting	work is somewhat detalied, but most of work is fairly commonplace	work is not generally unique, not very well detalied, does not display effort	x2	_____
Instructions	There is a clearly defined and methodically plan that is detailed for participants	There is a vaguely defined game flow for participants; some ambiguity (unclear)	Some game direction evident but largely unclear; no written instructions (or poorly written)	No apparent plan or no plan evident anywhere		
Craftmanship	work done with exceptional care and skill; attention to detail and neatly finished	work done with care and skill; some attention to detail or neatly finished	work done with some care and skill; little attention to detail; ill finished	work seems unfinished and unrefined; little attention to detail	x2	_____
Copyright	Copyright laws are observed; fair use guidelines are properly followed; credit given	either copyright or credit is not clear	copyright/fair use and credit of authorship is unclear	questions as to the authorship. originality of copyright difficult to distinguish		_____
Mechanics	no spelling errors; no punctuation errors; no dangling phrases	(2-4) errors per project; grammar issues	(5-8) errors per project; grammar issues	more than 9 errors		_____
Use of Design Elements & Principles	Typography is easy to read; few, wisely chosen fonts aid legibility; garish color combinations are avoided; clean design; system of thirds elements of design well used; colorful without being overwhelming	too many typefaces (>3); too many or too contrasting colors; too many elements in layout; some principles of design applied, colorful and cleanly applied painting	comic is garish in color choices; too many typefaces; layout disorganized; one block of text; too many elements OR no use of art design	layout is a mess; disorganized; story line is lost in all the elements; haphazard use of design elements (glitter messes, smudges, not art sealed, etc)	x2	_____
Complete	Work covers suggested assignment (all parts available: ex: die, game pieces, cards, board, etc)	Work nearly covers suggested assignment (some missing or misformed/damaged pieces)	Work covers some of the suggested assignment length (several missing or misformed/damaged pieces)	work doesn't cover expected scope; missing major elements; unplayable		_____
				TOTAL		