

Arcade Architects Rubric

Team: _____

School: _____

Evaluators: Using minimal (1-4 points), adequate (5-8 points) or exemplary (9-10 points) performance levels as a guideline, record the scores earned for the event criteria in the column spaces to the far right.

Community

| Criteria | Beginner (1-4) | Proficient (5-8) | Advanced (9-10) | Total Score |
|---------------------------|---|---|---|-------------|
| Game Purpose | Game is designed but does not showcase the best of Chattanooga or Chattanooga at all | Game is designed with Chattanooga referenced but does not showcase a feature of Chattanooga | Game is designed that showcases a feature that highlights an importance of Chattanooga specifically | |
| Team Collaboration | Only one team member communicates with the judges. | Team members participate equally, with most members understanding the concepts. | Team members seem to fully understand the concepts and share an equal role in the interview. | |
| Research | Game is designed with little to know research being completed on Chattanooga | Game is designed with some research | Game is clearly designed based on the research | |
| Community Partner | Team has use little to no Community involvement or partnership in creating their game | Team has referenced their Community | Team has clearly used their Community partner for feedback and used their input in designing their game | |

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Design Process

| Criteria | Beginner (1-4) | Proficient (5-8) | Advanced (9-10) | Total Score |
|-----------------------|---|--|---|----------------|
| Game Mechanics | The game explanation is difficult to follow; the functions provided are illogical or incorrect and do not match the game functions. | The game explanation is generally clear; the control functions are adequate. | The game explanation is concise and easy to follow; control functions match the game functions | |
| Coding | Team members seem to have very little understanding of the concepts in their project; vague interview answers are provided. | Team members have a general understanding of the concepts discussed and answer questions well. | Team members can talk about their code and predict what will happen to when a piece of code is updated or changed to change the physics/controls/or look of a game | |
| Documentation | The team seems unprepared and unorganized for the presentation/ interview. Team has no documentation of the process they used to create their game. | The team is prepared for the interview and is somewhat organized in its presentation. Team has documentation of the process. | The team's presentation/interview with judges is well organized with documentation. Team uses documentation to show the process used to create the game including pitfalls, celebrations and community involvement. | |

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End User/Game Play

| Criteria | Beginner (1-4) | Proficient (5-8) | Advanced (9-10) | Total Score |
|------------------------|--|--|--|----------------|
| Game Theme | There is little evidence of an actual story or method of game play; the game's flow is illogical and hinders the ability to play. Interacting in game play is a struggle, due to the game's illogical sequencing | The storyline of the game, character(s) and method of game play are somewhat entertaining; the game's flow is adequate for playing or understanding the game. | The storyline, character(s), music and flow of the game directly contribute to the game's enjoyment and/or entertainment factors; the game is logical and interesting. | |
| Physical Design | Team has no additional game output other than computer for game to be played on. | Team has output options but it output options are not clearly aligned with game team or do not work properly (Makey-Makey, Cosplay, Posters, digital fabricated items) | Team has output options that are clearly aligned with game team or work properly (Makey-Makey, Cosplay, Posters, digital fabricated items) | |
| Marketing | Target audience is not identify or game design is not designed for target audience and is not enjoyable to the target audience. | Target audience has been identified and game is enjoyable for target audience. | Target audience has been identified and a marketing campaign has been created (ie stickers, posters, flare items) | |