## Participation (day to day)

without direct oversight

COMMUNICATE						
Articulate new ideas to others effectively using oral, written, and nonverbal skills	1	. 2	3	. 4		5
Utilize appropriate technologies	1	, 2	3	. 4		5
Demonstrate awareness of audience	1	, 2	3	. 4		5
Identify and ask significant questions that clarify various points of view and lead to better solutions	1	. 2	3	. 4	<u>,</u>	
LISTEN						
Listen effectively to decipher meaning	1	, 2	3	. 4		
Incorporate feedback effectively	1	, 2	3	. 4		5
Deal positively with praise, setbacks and criticism	1	. 2	3	. 4		
Know when it is appropriate to listen and when to speak	1	, 2	3	. 4		5
COLLABORATE						
Be open and responsive to, and work effectively with, new, diverse, and opposing perspectives	1	. 2	3	. 4		
Assume shared responsibility for collaborative work	1	. 2	3	. 4		5
Conduct self in a respectable, professional manner	1	, 2	3	. 4		5
Exercise flexibility and willingness to be helpful in making necessary compromises to accomplish a common goal	1	, 2	3	. 4		
WORK SMART						
Work effectively, and demonstrate adaptability, in a climate of ambiguity and changing priorities	1	. 2	3	. 4	<u>.</u>	
Monitor, define, prioritize and complete tasks	1	, 2 , L	 3	. 4		5

BE RESPONSIBLE (TO YOURSELF AND OTHERS	3)			
Be accountable for results	1 2	3	4	5
Demonstrate integrity and ethical behavior	1 2	3	4	
Performance (evaluation based on the app and presentation)				
Realization of concept is original and appropriate	1 2	3	4	5
Formal aesthetics are considered and appropriate	1 2	3	4	5
Design concept was sufficiently developed	1 2	3	4	5
Final design incorporates thoughtful details	1 2	3	4	5
Project is clearly communicated	1 2	3	4	5
Application of technology is clearly communicated	1 2	3	4	5
Design concept is based on research	1 2	3	4	5
User interaction (human factors) is clear and appropriate	1 2	. 3 ▼	4	5
Demonstrates consideration of useful lifetime	1 2	3	4	5
Concept meets expectations of social and environmental sustainability	1 , 2	3	4	5
Concept attempts to make positive impact on 'lolani community	1 2	. 3	4	5
Design and development process demonstrates sufficient prototyping and testing	1 2	. 3	4	5
Final design demonstrates competent technical skill	1 2	3	4	5
Final design demonstrates understanding, and appropriate use, of technology and programming concepts	1 2	. 3	4 1 .	5
Final design is well-crafted as a whole	1 2	<u>3</u>	4	5
Project scope is sufficiently and appropriately challenging	1 2	3	4	

systems

## Competence (evaluation based on the process book) SELF-REFLECTION / SELF-AWARENESS Elaborate, refine, analyze and evaluate own ideas in order to improve creative efforts Demonstrate originality and inventiveness in work and understand the real world limits Reflect critically on past experiences (including failure) in order to inform future progress PROCESS / STRATEGY Effectively analyze and evaluate research, to extract meaningful insights Analyze and evaluate alternative points of view Demonstrate ability to make decisions resulting in forward progress **OUTWARD FOCUS / AWARENESS OF OTHERS** Consider ethical issues surrounding the access and use of information, media, and information technologies Consider how audiences interpret messages differently, how values and points of view are included or excluded SYSTEM THINKING Analyze how parts of a whole interact with each other to produce overall outcomes in complex