## Research and Sketches Rubric

	Requirements	Accomplished	Competent	Developing	Null
RESEARCH	Adequate research was conducted to understand the nature and functions of the app kind (observations, screenshots, etc.)     User needs were considered and met (as laid out in sitemap)     Research shows an understanding of designing for context and device (mobile first mindset)	<b>30pts</b> All requirements were present.	25pts All requirements were partially executed	20pts 2 requirements were present.  10pts 1 requirement was present.	Opts Adequate tool execution was not present.
SKETCHES	<ol> <li>Paper and pen/pencil was used to explore layouts and sketches show an understanding of lo-fi and/or hi-fi wireframes</li> <li>Explorations and revisions are evident with clear screen labels and additional information if needed to understand context</li> <li>Course requirements are included in screen layouts (action, notification/alert, custom icons, data visualization)</li> </ol>	30pts All requirements were present.	25pts 2-3 requirements were partially executed	20pts 2 requirements were present.  10pts 1 requirement was present.	Opts No requirements were present.
DESIGN PRINCIPLES	<ol> <li>Information is grouped and structured logically (Gestalt)</li> <li>Layouts demonstrate visual consistency</li> <li>Attempts were made to show alignment, harmony, repetition, proximity, contrast, and balance</li> </ol>	<b>30pts</b> All requirements were present.	25pts 2-3 requirements were partially executed	20pts 2 requirements were present.  10pts 1 requirement was present.	Opts No requirements were present.

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CRAFTSMANSHIP	<ol> <li>Scanned work is high quality in the correct orientation</li> <li>Work is presented professionally with working link, typed observations, proper citations, etc.</li> </ol>	10pts All requirements were present.		<b>5pts</b> 1 requirement was present	<b>Opts</b> No requirements were present.