

## Rubric GAME Programming Specialisation

Subject	Learning goal	Insufficient (Not shown)	Sufficient	Good	Excellent	Level
<b>Describe focus</b>  <b>Complete template focus-1 en focus-2</b>	The student must describe their <i>focus</i> in general and specifically for the current game.	<p>You did not choose two things to focus on and/or you did not described these.</p> <p>You did not explain how your potential results are relevant to the game.</p>	<p>You described your focuses as a role and which results are expected.</p> <p>You describe the specific relevance of your focusses for the game currently being developed.</p>	<p>You described your focuses as a role and which results are expected.</p> <p>You describe the specific relevance of your focusses for the game currently being developed.</p> <p>You show some awareness of the game context and the needs of team members in the description of the tasks.</p>	<p>You described your focuses as a role and which results are expected.</p> <p>You describe the specific relevance of your role for the game currently being developed.</p> <p>You clearly show awareness of the game needs and of the needs of different team members to optimize the impact of your focus.</p>	
<b>Research</b>  <b>Uit resultaat-1 en resultaat-2: Onderzoeksresultaat &amp; Gevonden bronnen</b>	The student must execute an exploratory research into the chosen specialisation; using relevant sources for the research and description of the specialisation.	<p>You did not show you used sources to substantiate your specialisation.</p> <p>Your decisions, designs, and solutions are based on only your own opinion.</p>	<p>You list sources you used for your research.</p> <p>You identify existing works as being desirable or undesirable for the context of the current project.</p>	<p>You list sources you used for your research.</p> <p>You can explain not only whether a source is worthwhile, but also why, and what specific aspects could or should be reflected in your own work.</p>	<p>You list sources you used for your research.</p> <p>You can explain not only whether a source is worthwhile, but also why, and what specific aspects could or should be reflected in your own work.</p> <p>Your research is very exploratory and a you show that you are trying to advance the game, or project in new directions</p>	
<b>Results</b>  <b>Uit resultaat-1 en resultaat-2: Inhoudelijke beschrijving</b>	The student must show <i>concrete results relevant to the current game project</i> .	<p>The results of the focus do not make use of your research or do not meet the standard that was approved by your team.</p> <p>Any of your results deviate from the context of the game as communicated by your team lead.</p> <p>Any of your results are not useful for the current game due</p>	<p>You show the results of your focus with text and imagery</p> <p>Your results are in some way relevant for the game.</p>	<p>You put a clear effort in explaining and showing your results and the decision you've made.</p> <p>You show some awareness of the (technical) context in which you have implemented your results.</p> <p>Your results are in some way relevant for the game.</p>	<p>You put a clear effort in explaining and showing your results and the decision you've made.</p> <p>You clearly explain how your results are intergrated in the (technical/architectural) context of the game.</p> <p>Your results are excelent in very useful for the game.</p>	
<b>Integration &amp; Communication</b>  <b>Result-1 and result-2: Integration result: log</b>	The student must <i>function as a member of both a team and the larger company</i> .	<p>You developed products without checking that they are relevant to the context of the game.</p> <p>You created results to be integrated into the game but did not follow agreed protocols for sharing those works with your team.</p> <p>You failed to communicate your acheived results to other team members.</p>	<p>You show that you are aware of the context and show effort in trying to integrate your results. (<i>Awareness</i>)</p>	<p>You show that you are aware of the context and show effort in trying to integrate your results. (<i>Awareness</i>)</p> <p>You show that you are trying to improve your role in the integration effort and helping other students in integrating your work. (<i>Leaming and helping</i>)</p>	<p>You show that you are aware of the context and show effort in trying to integrate your results. (<i>Awareness</i>)</p> <p>You show that you are trying to improve your role in the integration effort and helping other students in integrating your work. (<i>Leaming and helping</i>)</p> <p>You show that you are trying to improve the integration proces for all teams and make them deliver the best integrated product possible. (<i>Leadership</i>).</p>	
<b>Reliability</b>	The student must adhere to requirements of communicative media.				<p>Your log is up tot date.</p> <p>You show that you are actively participating in the game and a reliable teammember.</p>	