

Integrated Design Engineering Design Expo Judging Rubric (Spring 2024 GEEN 1400 and 2400)

Team Number and Name:

Fanabalic 4-1224

Project Title:

Widger

Name of Judge:

Jim Zarbke

Course, Section:

1450 -122

April 28, 2024

Instructions: The criteria for review of projects are listed below. Circle an appropriate value from 1 through 10 based on how effectively the team has met each criterion. Please consider scores carefully, as instructors may use them for grades and awards. In choosing best of section, you may choose to weight some performance criteria more than others.

Performance criteria:	Unacceptable		Inadequate		Proficient			Excellent		
Score	1	2	3	4	5	6	7	8	9	10
Technical Description of Design	<ul style="list-style-type: none"> Design goals poorly presented and team has difficulty articulating general aim of project. Team presents minimal empirical or analytical data, or unsatisfactory anecdotal evidence, to indicate design is adequate. Team demonstrates collective lack of understanding of fundamental engineering or scientific principles essential to project. 		<ul style="list-style-type: none"> Design goals are inadequately presented but team can articulate general aim of project. Team presents unconvincing empirical or analytical data, or anecdotal evidence, indicating design is adequate. Team members have a general understanding of engineering and scientific principles essential to project. 		<ul style="list-style-type: none"> Design goals are presented clearly. Team presents analytical or empirical data to prove that design goals have been met. Team understands engineering and scientific principles essential to their project. 		<ul style="list-style-type: none"> Design goals are presented clearly in presentation. Team presents analytical and empirical data to prove that design goals have been met. Team members demonstrate understanding of engineering or scientific principles and can elaborate about project details. 			
Score	1	2	3	4	5	6	7	8	9	10
Craftsmanship & Creativity	<ul style="list-style-type: none"> Craftsmanship of final product is unacceptable. Last-minute construction techniques show minimal original or creative thinking. Design problem is solved crudely. 		<ul style="list-style-type: none"> Craftsmanship of final product is inadequate. Several construction details are improperly addressed. Design concept shows modest original or creative thinking. 		<ul style="list-style-type: none"> Final product and design concept shows some original and creative thinking. Design problem is solved effectively. 		<ul style="list-style-type: none"> Final product is exceptional. Design concept is original and creative in an unusual or remarkable way. Final product design is polished. 			
Score	1	2	3	4	5	6	7	8	9	10
Communication & Visual Aids	<ul style="list-style-type: none"> Team presents a confusing overview of project with few details. Team members cannot be easily understood, or do not answer questions in detail. Visual Aids contain inadequate information, with superfluous text and/or graphics. 		<ul style="list-style-type: none"> Team presents a broad overview of project with few details, and ineffective presentation skills. Visual aids contain adequate information, but with too much text and/or graphics that do not support presentation. 		<ul style="list-style-type: none"> Team presents strong professional project overview. Team members communicate effectively, answer questions in detail, and are dressed professionally. Visual aids are professional in appearance, contain appropriate information presented in a logical and understandable way. 		<ul style="list-style-type: none"> Team is professional and understands their project in detail. All team members confidently contribute to the presentation and answer questions in detail. Visual aids are professional in appearance, containing appropriate information presented in a logical, efficient and understandable way. 			
Score	1	2	3	4	5	6	7	8	9	10
Teamwork & Team Growth	<ul style="list-style-type: none"> Team lacks cohesion and members disagree on significant points of process and/or design. Team growth plan and results are not referenced. 		<ul style="list-style-type: none"> Team is functional and collegial, but not necessarily unified. Product is a collection of individual efforts. Team growth plan and results are referenced, but there is little or no evidence that team growth was an important part of the team's experience. 		<ul style="list-style-type: none"> Team is cohesive and unified, and appreciates the value of their team. Achievement is more than sum of parts and each member made a contribution. Team growth plan and results feature in discussion, and team can provide examples and evidence that team growth was an important part of the team's experience. 		<ul style="list-style-type: none"> Team achieved significantly more than sum of parts. Team has genuine respect for contribution of other members and each member contributed significantly. Team growth plan and results are featured in discussion, and team provides compelling narrative and examples illustrating ways that team growth resulted in a superior team experience and product. 			

COMMENTS HERE:

Total Score: 39 (40pts max):

- Nice slides
 - Mount photos were a little high
 - Liked being asked for feedback
 - Good presentation

Integrated Design Engineering Design Expo Judging Rubric (Spring 2024 GEEN 1400 and 2400)

Team Number and Name: 124 FAARASUC

Project Title: BADGE (RED ONE)

Name of Judge: Jim Balesrouver

Course, Section: 1400-120 April 28, 2024

Instructions: The criteria for review of projects are listed below. Circle an appropriate value from 1 through 10 based on how effectively the team has met each criterion. Please consider scores carefully, as instructors may use them for grades and awards. In choosing best of section, you may choose to weight some performance criteria more than others.

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COMMENTS HERE: EXCELLENT TEAM PRESENTATION + INTRODUCTION - STANDING OVAWS **Total Score: 37 (40pts max):**

IS IMPORTANT
BADGE APPEARED well designed. USED the LOWEST SUFFICIENT MEMBER
FOR GROWTH
RED POINT IS ATTRACTIVE AND REPRESENTED a low percentage of construction COST.