

Capstone Engineering Design: FOSS Rubric

Team Name: _____

		FOSS I		FOSS II	
		Submission phase	Evaluation phase	Submission phase	Evaluation phase
1.	Quantity of topics	/25		/25	
2.	Coverage of topics	/25		/25	
3.	Innovation/ risk taking/ out of box thinking	/25		/25	
4.	Exploration of goals		/125		/125
5.	Learnings/ next steps		/50		/50
	Total:	/75	/175	/75	/175

Grading elements in FOSS

	Excellent (max pts)	Average (mid pts)	Poor (lowest pts)
Quantity of topics	At least 6 ideas/ approaches are listed.		Fewer than 6 items are listed
Coverage of topics	All major areas of project are addressed to some extent; no huge gaps exist in non-obvious areas of project. At least one topic should address determining which (if any) fabrication facilities (esp. in the OEDK) could be useful (FOSS I) and then obtaining training on such facilities (FOSS I and/or FOSS II).	A few gaps exist in coverage of topics required to cover all aspects of the project	Topics concentrate on at most a few areas of the project, leaving major questions un-addressed
Innovation/ risk taking/ out of box thinking	At least 1-2 ideas/ approaches exhibit significant creativity/ out of box thinking; they might entail significant risk of failure	Ideas seem solid if not inspired.	No new or original ideas are presented
Exploration of goals (At evaluation phase)	Results of exploration of all topics are briefly described; any un-addressed topics are due to learning obtained from other topics or further research. Attempts at exploration rather than success of exploration is the key. Pro-rate points based on number of topics attempted; teams should not lose points unless topic was un-addressed and no justification given	At least 1-2 topics were left un-explored without pursuing alternate topics instead	Most topics were not explored; few attempts were begun
Learnings/ next steps (at evaluation phase)	Results of exploration/ key learnings/ next steps are listed for all topics		Results of exploration/ key learnings/ next steps not listed for any topics