

**Spring Advisor Feedback Rubric****\*\*Project Title: Project Punch-Line****Team Members: Zach Brown, Caleb Copley, Anthony Shepard****Advisor: Giovani Abuitah****Instructions:** Please choose one rating for each category (place one 'X' in each highlighted row).

	<b>exemplary</b>	<b>very good</b>	<b>acceptable</b>	<b>poor</b>
<b>Spring Design Report Content</b>			<b>X</b>	
<ul style="list-style-type: none"> <li>design decisions and techniques</li> <li>specifications</li> <li>testing</li> </ul>	Design, development and testing process is explained with clarity; high quality computing and software design is evident.	Design, development and testing process is adequately explained. provides evidence of good computing practices.	Design, development, and testing process is somewhat evident but slightly lacking in clarity or quality	Design, development and testing process is not clearly explained.
<b>Spring Design Report Presentation</b>		<b>X</b>		
<ul style="list-style-type: none"> <li>Presentation of goals of project and explanation of aims and final results.</li> </ul>	Presentation is well-organized and polished; project aims and final result are clearly explained.	Presentation is organized; aims and final results are adequately described	Presentation is acceptable but lacking in clarity or detail. Aims and final results are acceptable.	Presentation is poorly organized and difficult to follow. Aims and final results are not clear.
<b>Final Project Accomplishments</b>		<b>X</b>		
	project has met difficult technical challenges and exceeded normal expectations for a capstone project.	project has met good technical challenges, required significant computing and engineering problem solving.	project has met acceptable scope, requiring some technical expertise to solve.	project has met limited scope and required little technical expertise or development effort.
<b>Creativity and innovation</b>	<b>X</b>			
	team displayed exceptional creativity in design and implementation.	team displayed above average creativity in design and/or implementation.	team displayed modest creativity in design and/or implementation.	team displayed little evidence of creativity in design and/or implementation.

**Other comments:**