Rubric for Final Project
History 180: The Silk Road
Professor Ruth Mostern

1. Writing

A. Paper

Ten page paper	• Clear thesis, correct citations, good use of primary and secondary sources and examples, good mechanics, well-organized.
Based on a travel narrative and course themes	• Extensive and creative engagement with a narrative • Citation and discussion of assigned readings and course themes.
Focused on geography	• A thesis and analysis that reflects the traveler's movement through a particular human and physical terrain at a particular time.

B. Episodes

Six episodes	• Identify the most important places along your traveler's route and describe what your traveler did at each place. • Use the History Engine standard

2. Spatial Reasoning and Visualization

A. Gazetteer/Point Locations

At least 15 placemarked locations along your traveler's route	• Accurately located in space • Temporally located with date-stamps or date-ranges associated with your traveler.	• Even if you are focusing on one leg of your traveler's journey in detail, sketch in the whole route for context. • Be sure that your spatial locations match the terrain. • If you cannot determine dates for your traveler's waypoints, be sure to include that information somewhere. • 15 locations is a minimum: use as many as you need • Using the Spreadsheet Mapper tool is optional. You may use an offline spreadsheet to keep

		track of your locations, and thumbtack them in Google Earth by hand.
Descriptions of each placemark	• Brief information that may include: images, hyperlinks, quotes from your travel narrative, or standardized information related to your thesis such as city populations, religious practices, trade commodities, et cetera. • Consistently formatted in content and style	• This is in addition to the six required in-depth episodes.
Routes of travel	• Lines depicting the traveler's route between each waypoint	• These should be as accurate as feasible (e.g traverse passes instead of mountain peaks), but they may not be exact.

B. Google Earth Cartography and Visualization

Communicative visual style	• Clear and consistent iconography • Objects distinguished from each other by category (e.g. battlefields from monasteries, the route out from the route home, et cetera) • A title and legend placed on the map as an overlay.	
Contextual information	• This might include: important cities, ports, passes or other places in the vicinity of your traveler's route; map overlays; or polygons representing important regimes or other regions.	• The content and quantity of this information should be dictated by your project and your thesis.
Zoom/Tilt	• The visible range of your project should be appropriate to its spatial scope. • Some details may be visible only at a high zoom	

	range.	
Animation	• Create a tour or flythrough. Determine how to communicate your project in this format.	• Consider creating a voiceover.

3. *Storytelling and Integration*

Integrated Map and Paper	• The thesis of the paper, the topics of the episodes, the theme of the map, along with any hyperlinks and images, should reinforce and reference each other. • The places and events mentioned in the paper, episodes, and the map should be the same. • The map should help to prove the thesis of the paper.
Intuitive User Experience	• Control how users experience and navigate your project. Use appropriate titles and filenames for layers (including flags like "start here"), organize the layers well, launch your paper from a placemark on the map, create a title and legend overlay.