

# Team Evaluation

*IT IS IMPORTANT* that you read this section because it requires action on every team member's part every week -- action on *your* part.

**As in many computer games, *each* team member will get 23 "Creds" to allocate among the other team members in any way desired\*. The intent is to allocate more Creds to team members who contribute more to the team, and allocate fewer Creds to members who contribute less to the team.**

For instance, if desired, you may allocate all of your Creds to a single, deserving person who is chiefly responsible for the work of the team. Or you may allocate a similar number of Creds to each team member if all contributed similarly. Or you may hand them out to team members in any way you wish, giving more Creds to members who contributed more, and giving fewer Creds to members who contributed less. You may hand out zero Creds to a team member if you feel that he or she has not contributed significantly. It's up to each of you how you wish to allocate the Creds given to you.

# Team Evaluation

Creds Examples: How to do it and how Not to do it

Right	
Albert	4
Bailey	3
Chris (me)	—
Danny	2
Ev	5
Franky	7
Gene	2
Total	23

**A-OK:**  
Doesn't rate myself;  
Doesn't use fractions or decimals;  
Doesn't rate on a scale of 1 to n;  
Grand total is 23;  
Ratings done by me, not by team

Wrong	
Albert	4
Bailey	3
Chris (me)	3
Danny	2
Ev	5
Franky	4
Gene	2
Total	23

**Don't rate yourself.**  
(Example assumes that I am Chris.)

Wrong	
Albert	3.9
Bailey	3.8
Chris (me)	—
Danny	3.6
Ev	4
Franky	4.1
Gene	3.6
Total	23

**Don't use fractions or decimals. Use only integers, whole numbers.**

Wrong	
Albert	7
Bailey	7
Chris (me)	—
Danny	10
Ev	20
Franky	23
Gene	10
Total	77

**Don't rate on a scale of 1 to 23 (or 1 to anything else). The grand total should be 23 (not a scale of 1 to 23).**

## Team Evaluation

Fill in the yellow cells -->	Your Name:	
	Team Name:	
Team Member	Contribution "Creds" Earned	Comments (If Desired)
Grand Total for Team (23):	0	
<b>Remember: Don't rate yourself</b>		