Final Project Grading Rubric

*Exploring Computational Media Literacy*

*GET 1033*

National University of Singapore

**Instructor – Dr. Andrew Quitmeyer**

# Criteria

Your Final project should demonstrate critical reflection of topics we discussed in class. You need to design, prototype, create, and iterate upon a “digital artifact” of your own doing. It can take many different formats as long as it incorporates computational processes.

Some aspect of your project should include programming (in any kind of language or form, even visual programming) that you complete by yourself. That is, your project can make use of lots of pre-programmed artefacts, but it is not enough to just rely on these entirely. For instance, “My project has programming I wrote to search Instagram for photos of cute animals, and generates new web pages for each species” is acceptable, but “My project consists of me posting pictures of cute animals on Instagram.”

Your project should be indicative of hard work for the amount of time given to complete it.

*Teamwork*

You are permitted to do your projects individually or in small teams (no more than 3 persons). Your personal documentation and critical reflection on the project will be done individually.

*Due*

Final day of class, in class, on the lecture.

# Deliverables

The Final project will consist of 25% of your final grade for the class.

**10% - Project itself**

* Create and Refine a “Digital Artifact”
* Makes use of at least some programming you do yourself
* Can be about: Anything you want!
  + Video game?
  + Searchable Database for Chemistry
  + Dance Moves
* Can take the form of: Anything you want!
  + Openprocessing artwork
  + Arduino sensing ballet shoes
  + A robot that feeds your fish
  + Remix a different project you find online! (e.g. instructables)
* Should demonstrate learning, and hard work

**15% - Documentation (individual)**

* Document your
  + Process for making it
  + How it works
  + What does it do?
  + Why did you make it?
  + Improvements? /What will future versions do?
* Online Accessible Documentation
  + Web page
  + Tumblr
  + Instructables.com
  + hackaday.io
* At least
  + one video
  + plus additional Text + Photos
  + Licensed (e.g. Creative Commons)
* Critically Analyse your project
* How does it connect to ideas you have learned? (Cite topics and readings from class)
* Analyse the affordances of digital media it uses.
* How does it make use of the new abilities of computers?
* How does it build off other projects you have seen?