

Rubric for Oral Presentation

Aspect/Level	1 (Failed)	2 (Unsatisfactory)	3 (Meet with Restriction)	4 (Meet)	5 (Exceed)
Organization (25%)	Organization is very poor or completely absent. Hard or impossible to tell apart introduction from the main points, or to determine the student's contribution.	Audience has difficulty following the presentation because of some abrupt jumps. Some of the main points are unclear or not sufficiently stressed.	Satisfactory organization; Clear introduction; main points are well stated, even if some transitions are somewhat sudden. Relation to the rest of the team's presentation clear.	Good organization, each section is clearly identified; serves its purpose. Flows naturally into the following one. The contribution to the entire project clearly explained	Superb organization; builds on and provides support for the rest of the team's presentation; main points well stated and argued, with each leading to the next point of the talk.
Mechanics (25%)	Slides seem to have been cut-and pasted haphazardly at the last minute; numerous mistakes; speaker not always sure what is coming next;	Slides are poorly designed and hard to together read. The content cannot be easily understood. There are no glaring mistakes.	Adequate slides. They can be read and, but no real effort was made into creating truly effective slides.	They Generally good set of slides; conveys the understood, main points well;	Very creative slides; carefully thought out to bring out both the main points of this part of the presentation as well as the relation to the rest of the team presentation; maintains audience interest throughout.
Delivery (25%)	Mumbles the words, audience members in the back can't hear anything; too many filler words; distracting gestures;	Low voice, occasionally inaudible; some distracting filler words and gestures; articulation mostly, but not always, clear;	Clear voice, minimal distracting gestures and filler words, but monotonous and uninteresting delivery.	Interesting and engaging presentation, use of gestures, volume and pace to enhance rather than distract from delivery.	Natural, confident delivery that does not just convey the message but enhances it.
Relating to audience (25%)	Reads most of the presentation from the slides or notes with no eye contact with audience members; seems unaware of audience and their reactions; ignores questions from audience.	Occasional eye contact with audience but mostly reads the presentation; minimal awareness of the audience; only brief responses to audience questions;	Generally aware of the reactions of at least some of the audience. Maintains good eye contact for most of the presentation. Answers questions on the presentation correctly but stumped by difficult questions.	Aware of the audience and adjusts the presentation delivery based on their reactions. Able to answer and discuss some unexpected questions.	Keeps the audience engaged throughout the presentation; modifies material on-the-fly based on audience questions and comments; keenly aware of audience reactions.
Contribution as a team member [To be evaluated by the instructors]	Seems to have no interest in the presentations by the other members of the team; occasionally interrupts or gets into arguments with the other members.	Mainly focused on his/her portion of the presentation; responds when another team member asks him/her a direct question but otherwise does not attempt to help other team members address audience questions.	Occasionally contributes to the team by volunteering information to help the rest of the team respond to audience questions, but does not seem well aware of other team members' work. Alternatively, is aware of the other team members' work and tries to contribute to their presentation in a way that becomes disruptive and uncoordinated.	Good team player. Is interested in the presentations by the other team members; makes a definite effort to ensure the success of the team without becoming disruptive.	Superb team player. Goes out of his way to help the rest of the team in any way he can to address audience questions, get over glitches during their presentations, etc., but doing all this as unobtrusively as possible.