

CC Lab - Midterm Evaluation Rubric

Following rubric will be used to evaluate the students in today's critique. Definitions for each are on the back. The overarching goal of CC-Lab Midterm is the development of a prototype that represents a thoughtful technical design applied to a focused context/problem.

Student	Assessment	Date	Reviewer

	Excellent	Good	Satisfactory	Needs Some More Work	Needs Much More Work
<i>1. Concept</i>					
<i>2. Communication</i>					
<i>3. Critical Thinking and Reflective Judgment</i>					
<i>4. Creative Process</i>					
<i>5. Contextualization</i>					
<i>6. Appropriate Use of Technology</i>					
<i>7. Aesthetics & Presentation</i>					

Specific aspects especially worthy of note:	Specific aspects that needed more work:
Summary Comments	

Evaluation Rubric

Concept

Has the student developed a cogent concept that manifests itself in a demonstrable form and evidences a significant contribution in its domain?

Communication

How well is the student able to express the ideas about their project, goals and process? This includes verbal, written and diagrammatic forms of communication such as drawing, mapping, modeling and pre-visualizing.

Critical Thinking and Reflective Judgment

To what degree has the student demonstrated and developed critical thinking skills? Reflective judgment not only asks the questions with concrete answers such as evaluative questions about form, methodology, materials, utility, ergonomics, aesthetics, style, cultural, experience, research, and process critique, but also attacks difficult problems of the world that require research and evidence to support conclusions that can then be offered to the fields encompassed by design and technology.

Creative Process

Is the student incorporating a form- and project-appropriate methodology to their work? Can the student evaluate how procedural decisions impact their projects' successes and failures? Creative process may include problem identification, brainstorming, generating ideas, analysis, research, writing of specifications and constraints, real-world costs, feasibility, testing, iterating along a line of thinking and then approaching the problem differently in the next cycle, evaluation of process and evaluation of the form created, integrating and adapting new processes and ideas along the iterative design cycle.

Contextualization

Has the student been able to connect their work and ideas to historical and contemporary precedents, and to situate their work within the larger discourse surrounding ideas of design and technology?

Integration and Appropriate Use of Technology

Is the student making good choices about the form and type of technology they are using to express their design concepts?

Aesthetics & Presentation

Are students able to present the core concepts and experience of their project in an appropriate presentable form?