**CSCE 526: Secure Software Design and Development**

**Capstone Project Rubric**

**Paper – 80%**

6 – 10 pages, 2 columns, 10 point font

Missing Author and/or Title (-5%)

Abstract 5+%

Summarizes your paper in 250 – 500 words

Introduction 15%

What’s the problem/ deficiency?

What did you do?

Why does the reader care?

Bibliography 5%

Lessons learned/future work (optional 0+%)

**Research Paper**

Literature review 50%

State of the world

Seminal papers

Current research

Methodology 25%

What is your research question?  How does it fit into the literature review?

How will you test it?

What experiment are you going to perform?

What theory are you/will you create?

How will you measure success?

Where are you getting data from?  How are you creating data?

**Game**

Game Components 5+%

Rules 10%

Paragraph setting the theme

Game Components

Set up

Game Play - what do you do in a round?

Game End - how does the game end?

Winner

Methodology 45%

What are the lesson objectives?

A short overview of how to play the game

How do game components and mechanics teach the lesson objectives?

How will you test that the game teaches the lesson objectives?

Lit Review 15%

Serious games

Subject matter seminal work

Potentially current research

**Presentation (video optional) – 20%**

**Paper**

Presentation - 5 - 10 minutes

Questions – 5 minutes

Suggest 3 - 5 slides of content

Do not just summarize your paper

Motivation for your work

Why does the audience care?

Where is the hole that you are filling?

What’s been done before?  What’s closest to what you’re proposing?

What are you proposing to do?

Lesson Learned/ Future work (optional)

**Game presentation**

Presentation - 10 - 20 minutes

Motivation to play (not necessarily lesson objectives)

Rules of play - integrate component description into game play

“Play a game”

If game is short (<10 minutes), can play a full game while most of class watches (or talk to me about enough copies for all). Otherwise, play one round (possibly a “middle” round) and then show how scoring takes place

Discuss lesson objectives and how playing the game achieves