

Name 1D Project - Part II rubrics

Description

Rubric Detail

	Levels of Achievement		
Criteria	Novice	Competent	Proficient
<b>Mobile User Interface</b>	<b>0 to 2 points</b> User interface is not appropriate.	<b>2 to 4 points</b> User interface is appropriate and serves the functionality.	<b>4 to 5 points</b> User interface is appropriate and serves the functionality. Design is clean, simple, and beautiful. Visually engaging.
<b>Prototype of the System</b>	<b>0 to 2 points</b> Prototype is not appropriate or not working.	<b>2 to 4 points</b> Prototype shows the solution and how it works.	<b>4 to 5 points</b> Prototype shows the solution and how it works. Student spends effort to make the prototype as real as possible. Prototype is close to final product or system.
<b>Poster</b>	<b>0 to 2 points</b> Students did not submit poster or poster is of low quality and without any significant content.	<b>2 to 4 points</b> Students present the problems and the solutions in the poster. Poster includes the necessary components.	<b>4 to 5 points</b> Students present the problems and the solutions in the poster. Poster includes the necessary components. Visuals and designs are appropriate, clear, clean, and engaging.
<b>Code</b>	<b>0 to 2 points</b> Students codes are not organized and difficult to read.	<b>2 to 4 points</b> Students codes are modularized.	<b>4 to 5 points</b> Students codes are tidy, modularized, efficient, commented well, and easy to read.
<b>Demo</b>	<b>0 to 2 points</b>	<b>2 to 4 points</b>	<b>4 to 5 points</b>

Students did not manage to demo or present the problem and the solutions poorly.

Students managed to demo the working prototype. Students present the problem and the solution.

Students successfully demo the working prototype of the system. Students present the problem and the solution in an interesting, professional, and engaging manner.

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