

Code Projects Rubric

Across the course, you will be asked to submit code for 7 regular assignments and the final project. This rubric describes how these exercises are scored for our for-credit students. As we gain more skills, we can add more criteria to our rubric until reaching the final! There are 4 categories of criteria with the weighting below. Each individual criterion is worth one point within its category. All that said, you don't need to worry too much about the specifics here (unless you want to). The goal of this rubric really is to help me (Sam) structure feedback, provide ideas to keep in mind as you build your work, and help you understand what I will be looking for as we go through. Note that, for these assignments, please talk to me (Sam) before using a technology other than Python / Sketchingpy. Thanks!

-
- Completeness (30%)
 - Tech / Program Correct (20%)
 - ▲ Materials / Concepts (30%)
 - ◆ Explore / Express (20%)
-

Starting in Assignment 7 (Creative Code 1)

- Submission follows instructions.
- ▲ Readable use of pre-attentive features.
- Code included with license and instructions.
- ◆ Appropriate use of Gestalt Principles.

Starting in Assignment 8 (Creative Code 2)

- Code executes following submission instructions.

Starting in Assignment 9 (Census 1)

- Appropriate / required density
- ▲ Makes acuity-efficient use of encodings.
- ◆ Robust interpretability, possibly direct labeling.

Starting in Assignment 10 (Census 2)

- Low lie-factor
- ▲ Data-ink ratio / chartjunk purposeful.
- Code documented and readable.

Starting in Assignment 12 (BART 1)

- ◆ Clear hierarchy or figure / ground.

Starting in Assignment 14 (AFSC GAP 1)

- Clear pathway / tutorialization.
- ◆ Clear understanding of domain and tasks or clear user agency.

Starting in Assignment 18 (AFSC GAP or BART 2)

- ▲ Clear affordances.
- ◆ Clear user loop.

Added For Final

- Ethical representation
- ▲ Clear ludonarrative and / or clear exposition
- Accessible implementation.
- ◆ Ethical representation