

Design Slam Rubric

Name: _____ Judge: _____ Average score or total: _____

	4	3- Demonstrates 3D design literacy	2	1
Technical skills	Feedback:			
Move it. Size it. Scale it. Group it. This is a chance to demonstrate 3D design literacy and show off your skills.				

	4	3- Challenges the status quo in an interesting, cool, and/or surprising way. Shows creativity, cleverness, and simplicity in consideration of form and function.	2	1
Innovation	Feedback:			
Make it different. Use the power of imagination to challenge the status quo. Show creativity, cleverness, and simplicity in exploring form and function.				

	4	3- Effectively addresses a real and specific problem that connects to the theme of the challenge. Shows insight in demonstrating an understanding of the needs and goals of the end user.	2	1
Impact	Feedback:			
Design can be a super power in addressing real-world problems. Think about the needs and goals of the end user.				

	4	3- Delivers a persuasive, refined, and clear pitch that captures the story of the design process and related learning. Includes specific features that make the design special.	2	1
Presentation	Feedback:			
Tell your design story. What did you learn? Why should others care? Why does your design matter? How could it make the world better?				