# **Unit 4 Lesson 16 Project Rubric 2**

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## **Unit 4 Chapter 16 Sample 1:** [https://docs.google.com/presentation/d/1XrM1EbysXL1XJ9wSjNj33Wjm0u4fYlUGQEE-qux-rNw](https://docs.google.com/presentation/d/1XrM1EbysXL1XJ9wSjNj33Wjm0u4fYlUGQEE-qux-rNw/edit#slide=id.g14ae1f885b_0_140)

| **Key Concept** | **Extensive Evidence** | **Convincing Evidence** | **Limited Evidence** | **No Evidence** |
| --- | --- | --- | --- | --- |
| Designing to Criteria | The app requirements are clearly defined in relation to user needs, and functionality and features that address those requirements are described and justified. | The app requirements are defined and functionality and features that address those requirements are listed. | Some app requirements are defined, but may not be linked to aspects of the app design. | The requirements of the app are not defined. |
| Evaluation and Feedback | Market research includes specific relevant apps and their citations, with evaluation of how they meet user needs, identifying specific features that made them more or less successful. | Market research includes specific relevant apps and their citations, as well as an evaluation of how well they meet user needs. | Market research includes at least one app that is relevant to the defined problem. | There is no market research. |
| Prototyping and Testing | Paper prototype includes multiple screens and elements, with a clear and distinct purpose for each screen and elements that relate to that purpose. | Paper prototype includes multiple screens and elements relevant to the user’s task and stated features of the app. | Paper prototype includes at least one screen with multiple elements that are relevant to the user’s task and stated features of the app. | There is no paper prototype, or it includes screens with elements that are not related to the stated features of the app. |
| Software Development: Communication and Documentation | The demo clearly shows how a user would use core functions of the app and highlights features that address the stated user needs. | The demo covers basic functionality and clearly shows how the app should work. | The demo describes the app with enough information to understand its general purpose, and shows at least one screen. | There is no demo or it does not give sufficient information to understand what the app is. |
| Software Development: Refining Computational Artifacts | Presentation describes the results of user feedback from both paper and digital prototypes. Feedback is addressed with multiple proposed improvements clearly related to on the results of the user testing. | Presentation describes results of user feedback from both paper and digital prototypes. Feedback is addressed with appropriate changes to the app. | Presentation describes the results of user feedback at least one stage of app development. | No feedback is described. |
| Software Development: Using Events | The digital prototype makes extensive use of user input and consistently responds to user input in ways that make sense. | The digital prototype responds to some user input in a way that makes sense for the functioning of the app. | The digital prototype responds to input, but it may have significant bugs that prevent it from working properly. | The digital prototype does not respond to user input. |

## **Unit 4 Chapter 16 Sample 2:** <https://docs.google.com/presentation/d/1lbGm2MbVqQKbAXm8L70O-avjQ8znsYXd3H6wVWe6x3E>

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| Evaluation and Feedback | Market research includes specific relevant apps and their citations, with evaluation of how they meet user needs, identifying specific features that made them more or less successful. | Market research includes specific relevant apps and their citations, as well as an evaluation of how well they meet user needs. | Market research includes at least one app that is relevant to the defined problem. | There is no market research. |
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