Unit 4 Lesson 16 Project Rubric 2

Unit 4 Chapter 16 Sample 1:

https://docs.google.com/presentation/d/1XrM1EbysXL1XJ9wSjNj33Wjm0u4fYlUGQEE-qux-rNw

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:

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.
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Unit 4 Chapter 16 Sample 3:

https://docs.google.com/presentation/d/18g_dmqbXHkVJ9KhSEsLPC0NSF6aSEgBztZ5ZW18-gm8

Key Concept	Extensive Evidence	Convincing Evidence	Limited Evidence	No Evidence
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