

Design Project Presentation Evaluation Rubric

Section and Team: *your-team-info*

This is the rubric that will be used for evaluating your Design Project presentations.

| Dimension | Exceptional Performance 4 | Competent Performance 3 | Acceptable Performance 2 | Developing Performance 1 | Beginning Performance 0 |
|-------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|
| Organization (20%) | Information presented in a logical, interesting sequence which audience can follow. All areas covered with slides fully supporting speakers. | Information presented in logical sequence which audience can follow. All areas are covered. | Some of the information seems out of sequence or disconnected. Some information is missing from presentation. | Audience has difficulty following presentation because it jumps around or is missing major elements. | The organization is so poor that the audience cannot understand the presentation. |
| Design Knowledge (30%) | Team demonstrates full knowledge with explanations and elaboration. | Team is at ease with design, but fails to elaborate or discuss some design areas. | Some members of the team unable to answer some questions about the design, not at ease with it | Team is uncomfortable with information and can only answer basic design questions. | Team does not have grasp of information; team cannot answer questions about the design. |
| Use of Patterns (25%) | Team identifies patterns, provides rationale, and discusses tradeoffs and consequences. | Team clearly identifies patterns used and their rationale. | Team identifies patterns used but is uncomfortable justifying their use. | Some patterns misnamed, misunderstood, or not completely defined. | Team fails to identify patterns or confuses pattern intents and purposes. |
| Delivery (15%) | Delivery made the presentation interesting and easy to follow. | Delivery was adequate. No problems noticed. | Delivery was uninteresting. Presenters just read off the slides. | Delivery problems: inadequate volume, errors pronouncing terms. | Delivery was completely incoherent, audience could not follow speakers. |
| Mechanics (10%) | Presentation layout and mechanics made it pleasant and attractive. Needed no other slides. | Presentation had adequate attention to mechanics and details, but missed some slide information. | Presentation had a few visual problems on slides, misspellings, or grammatical errors. | Presentation had many visual problems on slides, misspellings, or grammatical errors. | The mechanics of the presentation were so flawed that it was nearly incomprehensible |