Annual Hartford Public Schools S.T.E.M. Expo/Science Fair

Video Game/Apps Projects 3-12 Judging Rubric*

Judge Number:

	Project Number	Grade	Video Game/App Title	SCORING 10=Excellent, 8=Very Good, 6=Good, 4=Fair, 2=Needs Improvement						Comment
				Originality	Design Process	Game/App Effectiveness	Practicality of Game/App	Need for the Game/App	Total	
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										

Judging should be based on the following categories, weighted equally.

Originality of Design: How much creativity was used? How challenging was the problem? Is this a unique, unusual, or clever solution to the problem? What did the designer do to find out if her or his idea was unique? This should yield an age-appropriate response: a young child might ask a number of people; an older child should explore catalogs, stores and related companies; a middle school student might search the internet or even a patent database.

Design Process: How well did the designer explain the steps taken from concept to implementation and were the steps logical? Was the process well documented in the designer's log book? (Young children may use pictures or dictate information to someone.) Did the child include a description of the problem or goal, resources used, obstacles or failures, reasons for choice of materials, final design, and testing? Was credit given to those who helped? Did the student answer questions about the project appropriately? Was some thought given to the overall design, e.g., top-down scrolling, side scrolling, etc.?

Video Game/App Effectiveness: Does the Video Game/app solve the problem that was selected? Does it do what it is supposed to? Does it work even better than expected? Does it solve other problems too? Is the Video Game/App visually appealing? Does the designer present all the product features effectively?

Practicality of the Video Game/App: What advantages and disadvantages does the Game/App have compared to existing applications or methods that might solve the same problems? Is the designer knowledgeable about these alternative solutions? How much thought was given to science, math, technology, and engineering education; ease of use, and choice of environment (visual appeal)?

Need for the Video Game/App: How important is the problem solved by the Video Game/App? Who benefits from it, many, few, or only the designer? Does it serve a disadvantaged group, like the handicapped, the elderly, or animals? Is the Video game/App more or less friendly to the user than currently available products?

Adapted from the Connecticut Invention Convention Judging Sheet
Form maybe used by School STEM Expo/Science Fair