Presentation Rubrics

Presenter/Game \_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date:

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| --- | --- | --- | --- | --- | --- |
| Item | Exemplary (7-8/9) | Acceptable (3-6) | Unacceptable (0-2) | Score | Comment |
| Presentation of Talk and Report  (max 8 points) | * Well organized * Delivery is smooth * Speech is understandable * Writing is clear * Appropriate use of media * Proper grammar * Good use of time * Prepared for questions * Uses citations/ references appropriately | Minor problems with:   * Organization * Delivery * Speech * Writing * Use of media * Grammar * Time * Questions * References | * Little or no organization * Speech is not clear * Writing is unclear * Poor use of media * Poor time usage * Not prepared for questions * No or missing references |  |  |
| Content Besides Analysis (max 8 points) | Cover all the required sections including:   * Introduction to Game * Literature Review (if any) * Reflection | Minor lack of clarity or completeness in introducing the game, lit. review or reflection | * Some section not covered, or content is not clear |  |  |
| Analysis (max 9 points) | * Comprehensively considered all/most of the possible elements * Description and Justification for the analysis approach (game and human) * Considered both expert and less-expert player | Minor problem with:   * Identifying and considering the key elements/variables * Analysis approach is slightly problematic, e.g., missing methods explanation or not logically justified | * Missing most of the key elements/ variables * Analysis approach is not reasonable |  |  |
| Total (max 25 points) | | | |  |  |

Note: These criteria may be adjusted for students with English as a Second Language or with accommodations.