

YEAR 7 & 8 RUBRIC Victorian Games and Apps Challenge		0	1	2	3
Relevance of the Problem	<p>Define and decompose real-world problems taking into account functional requirements and sustainability (economic, environmental, social), technical and usability constraints (VCDTCD040)</p> <p>Critique needs or opportunities for designing and investigate, analyse and select from a range of materials, components, tools, equipment and processes to develop design ideas (VCDSCD049)</p> <p>Use project management processes to coordinate production of designed solutions (VCDSCD053)</p>	<p>The problem is identified. Little or no economic, environmental and social sustainability considerations are documented. Limited consideration of the functional requirements, technical and usability constraints for the solution are included. Design ideas are limited. Little planning is provided to indicate a consideration of the time available and required equipment and software.</p>	<p>The problem is defined. Some economic, environmental and social sustainability considerations are documented. Some of the functional requirements, technical and usability constraints for the solution are included. Design ideas are communicated. Planning indicates a limited consideration of the time available and required equipment and software.</p>	<p>The problem is defined and broken down. Economic, environmental and social sustainability considerations are documented. Most of the functional requirements, technical and usability constraints for the solution are explained. Design ideas are effectively and clearly communicated. Planning indicates a consideration of the time available in the form of a timeline, and any required equipment and software.</p>	<p>The problem is clearly defined, articulated and broken down. Relevant economic, environmental and social sustainability considerations are clearly documented. All of the functional requirements, technical and usability constraints for the solution are explained. Sophisticated design ideas are effectively and clearly communicated. Extensive planning indicates a consideration of the time available in the form of a timeline, and any required. Equipment and software.</p>
Implementation of the Idea	<p>Design the user experience of a digital system, generating, evaluating and communicating alternative designs (VCDTCD041)</p> <p>Effectively and safely use a broad range of materials, components, tools, equipment and techniques to produce designed solutions (VCDSCD051)</p> <p>Use manual and digital drawing methods and conventions to create a range of visual communications (VCAVCDV002)</p>	<p>Few different annotated designs are included. Little use of a range of different materials, techniques and tools to develop these design ideas is apparent. The use of specific designs over others is indicated.</p>	<p>Different annotated designs are included with evaluations for some. The use of a range of different materials, techniques and tools to develop these design ideas is evident. The use of specific designs over others is explained.</p>	<p>Different annotated designs are included with evaluations for most. The use of an adequate range of different materials, techniques and tools to develop these design ideas is evident. The use of specific designs over others is justified.</p>	<p>Different annotated designs are included with evaluations of each. The use of a large range of different materials, techniques and tools to develop these design ideas is evident. The use of specific designs over others is justified clearly and concisely.</p>
Algorithms	<p>Design algorithms represented diagrammatically and in English, and trace algorithms to predict output for a given input and to identify errors (VCDTCD042)</p> <p>Generate, develop and test design ideas, plans and processes using appropriate technical terms and technologies including graphical representation techniques (VCDSCD050)</p>	<p>Few algorithms are expressed visually, and accompanied by expressions of their functions in plain English. Minimal evidence of consistent tracing and testing is included, with any changes that have occurred as a result of these tests listed.</p>	<p>Some algorithms are expressed visually, and are accompanied by expressions of their functions in plain English. Evidence of consistent tracing and testing is included, with any changes that have occurred as a result of these tests detailed.</p>	<p>Most algorithms are expressed visually and clearly, accompanied by expressions of their functions in plain English. Evidence of consistent tracing and testing is included, with changes that have occurred as a result of these tests detailed.</p>	<p>All algorithms are expressed visually and clearly, accompanied by expressions of their functions in plain English. Evidence of rigorous tracing and testing is included, with all changes that have occurred as a result of these tests detailed and justified.</p>
Programming and Coding	<p>Develop and modify programs with user interfaces involving branching, iteration and functions using a general-purpose programming language (VCDTCD043)</p>	<p>Little of the code features branching, iteration and functions and demonstrates a basic understanding of the reasons for doing so. A general-purpose programming language like JavaScript or C# has been used.</p>	<p>Some of the code features branching, iteration and functions and demonstrates an understanding of the reasons for doing so. A general-purpose programming language like JavaScript or C# has been used.</p>	<p>A significant amount of the code features branching, iteration and functions which clearly demonstrates a moderate understanding of the reasons for doing so. A general-purpose programming language like JavaScript or C# has been used.</p>	<p>The majority of the code features branching, iteration and functions which clearly demonstrates an adept understanding of the reasons for doing so. A general-purpose programming language like JavaScript or C# has been used.</p>
The Evaluation	<p>Evaluate how well student-developed solutions and existing information systems meet needs, are innovative and take account of future risks and sustainability (VCDTCD044)</p> <p>Independently develop criteria for success to evaluate design ideas, processes and solutions and their sustainability (VCDSCD052)</p>	<p>The self-reflection includes an evaluation of performance and how effective or not the solution to the problem has been. Only one or no potential risks and sustainability issues the solution may encounter in future developments undertaken by others have been addressed.</p>	<p>The self-reflection includes some criteria to evaluate performance and how effective or not the solution to the problem has been. More than one potential risks and sustainability issues the solution may encounter in future developments undertaken by others have been addressed.</p>	<p>The self-reflection includes numerous criteria to evaluate performance and how effective or not the solution to the problem has been. Adequate consideration is provided addressing potential risks and sustainability issues the solution may encounter in future developments undertaken by others.</p>	<p>The self-reflection includes a justified and refined criteria to critically evaluate performance and how effective or not the solution to the problem has been. Concise consideration is provided addressing potential risks and sustainability issues the solution may encounter in future developments undertaken by others.</p>

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Ethical Decision Making and Actions	<p>Explore the extent of ethical obligation and the implications for thinking about consequences and duties in decision-making and action (VCECD017)</p> <p>Discuss the role of context and experience in ethical decision-making and actions (VCECD018)</p>	Some ethical obligations have been addressed were the solution deployed publically. Few questions have been asked discussing whether others could misuse the solution and what steps could be taken to prevent this. A limited amount of understanding of societal contexts is evident, and a balance between desired design outcomes and ethical responsibilities has been achieved.	Ethical obligations have been addressed were the solution deployed publically. Some questions have been asked discussing whether others could misuse the solution and what steps could be taken to prevent this. A degree of understanding of societal contexts is evident, and an acceptable balance between desired design outcomes and ethical responsibilities has been achieved.	Ethical obligations have been considered were the solution deployed publically. Questions have been asked discussing whether others could misuse the solution and what steps could be taken to prevent this. An understanding of societal contexts is evident, and a significant balance between desired design outcomes and ethical responsibilities has been achieved.	Ethical obligations have been adequately considered were the solution deployed publically. Critical questions have been asked discussing whether others could misuse the solution and what steps could be taken to prevent this. A firm understanding of societal contexts is evident, and a balance between desired design outcomes and ethical responsibilities has been achieved.
Documentation	<p>To what extent has the OneNote Design Portfolio been completed by the group or student?</p> <p>How well has the product been communicated through the OneNote Design Portfolio?</p>	The template wasn't used at all.	Parts of the template were used, using a small range of the application features to communicate the pitch for the prototype.	Most of the template was used, using a large number of the application features to communicate the pitch for the prototype.	The One Note Design Portfolio was used creatively and all aspects were completed in full to provide an effective and well communicated pitch for the prototype.
X Factor – Fun?!	<p>How appealing is the design, look and feel of the prototype?</p> <p>Is it fun and engaging to play?</p>	<p>The prototype lacks dynamism. No evidence of unexpected, surprise or fun elements. Work on individual style or core identity required.</p> <p>Includes only non-original, or very basic level original graphics. Chosen graphics do not add to the user experience.</p>	<p>The prototype is satisfactory and basically fun. It drives a light desire for replaying or playing further. Further development of the core individual style or core identity recommended.</p> <p>Includes some original graphics. or utilised stock graphics well.</p>	<p>The prototype is well developed and fun. Demonstrates a well developed understanding of core play values. Enjoyable game play.</p> <p>Includes well developed original graphics which fit well with the overarching game experience.</p>	<p>Comprehensively captures attention and actively engages. The prototype is engaging (fun) and increases in difficulty appropriately, encouraging the players to continue in order to overcome challenges. Highly enjoyable to play.</p> <p>Includes high quality original graphics which heighten the user experience. The graphics demonstrate an enhanced understanding of the role and possibilities of graphics.</p>