YEAR 9 & 10 RUBRIC Victorian Games and Apps Challenge	0	1	2	3
Relevance of the Problem Define and decompose real-world problems precisely, taking into account functional and non-functional requirements and including interviewing stakeholders to identify needs (VCDTCD050) Critique needs or opportunities to develop design briefs and investigate and select an increasingly sophisticated range of materials, systems, components, tools and equipment to develop design ideas (VCDSCD060) Develop project plans to plan and manage projects individually and collaboratively taking into consideration time, cost, risk and production processes (VCDSCD064)	The problem is identified. Limited evidence of interviews conducted with any necessary stakeholders is provided. Few functional and non-functional requirements for the solution are included. Design ideas are communicated. Little planning is provided in the form of design briefs which indicates small considerations of the time available, risks involved and production processes such as software required.	The problem is defined. Some evidence of interviews conducted with any necessary stakeholders is provided, and minimal inputs are addressed when developing a solution. Some of the functional and non-functional requirements for the solution are included. Design ideas are effectively communicated. Some planning is provided in the form of design briefs which indicates small considerations of the time available, risks involved and production processes such as software required.	The problem is defined and broken down. Evidence of interviews conducted with any necessary stakeholders is provided, their inputs are addressed when developing a solution. Most of the functional and non-functional requirements for the solution are included and explained. Design ideas are effectively and clearly communicated. Adequate planning is provided in the form of design briefs which indicates some consideration of the time available, risks involved and production processes such as software required.	The problem is clearly defined, articulated and broken down. Evidence of interviews conducted with any necessary stakeholders is provided, and their inputs are addressed when developing a solution. All of the functional and non-functional requirements for the solution are included and explained. Sophisticated design ideas are effectively and clearly communicated. Considerable planning is provided in the form of design briefs which indicates a consideration of the time available, risks involved and production processes such as software required.
Implementation of the Idea Design the user experience of a digital system, evaluating alternative designs against criteria including functionality, accessibility, usability and aesthetics (VCDTCD051) Apply design thinking, creativity, innovation and enterprise skills to develop, modify and communicate design ideas of increasing sophistication (VCDSCD061) Conceptualise, plan and design art works that express ideas, concepts and artistic intentions (VCAVAV043)	The criteria is loosely addressed during the design process. Design iterations rarely address accessibility, functionality, usability and aesthetics. The target audience is somewhat understood and occasionally referred to across different designs.	The criteria is addressed during the design process. Design iterations address some accessibility, functionality, usability and aesthetics. The target audience is mostly understood and is often referred to across different designs. The different ideas and designs are creative.	The criteria is often addressed during the design process. Design iterations regularly address accessibility, functionality, usability and aesthetics with justifications. The target audience is understood and is regularly referred to across different designs. The different ideas and designs are creative.	The criteria is continually addressed during the design process. Design iterations consistently address accessibility, functionality, usability and aesthetics with annotations and justifications. The target audience is clearly understood and is regularly referred to across different designs. The different ideas and designs are creative and innovative.
The Algorithms Design algorithms represented diagrammatically and in structured English and validate algorithms and programs through tracing and test cases (VCDTCD052) Work flexibly to safely test, select, justify and use appropriate technologies and processes to make designed solutions (VCDSCD062)	Few algorithms are expressed visually, and are accompanied by simple expressions of their functions in plain English. Little evidence of tracing and testing is included.	Some algorithms are expressed visually, and are accompanied by expressions of their functions in plain English. Evidence of tracing and testing is included, with any changes that have occurred as a result of these tests detailed.	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.	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 changes that have occurred as a result of these tests detailed and justified.
Programming and Coding Develop modular programs, applying selected algorithms and data structures including using an object-oriented programming language (VCDTCD053)	Little of the code is separated into modular programs. An object-oriented programming language such as C# or Java has been used.	Some of the code is separated logically into modular programs and demonstrates a degree of understanding of the reasons for doing so. An object-oriented programming language such as C# or Java has been used.	A significant amount of the code is separated logically into modular programs and demonstrates an adequate understanding of the reasons for doing so. An object-oriented programming language such as C# or Java has been used.	The majority of the code is separated logically into modular programs which clearly demonstrates an adept understanding of the reasons for doing so. An object-oriented programming language such as C# or Java has been used.

YEAR 10 RUBRIC	Victorian Games and Apps Challenge 2016	0	1	2	3
The Evaluation	Evaluate critically how well student-developed solutions and existing information systems and policies take account of future risks and sustainability and provide opportunities for innovation (VCDTCD054) Evaluate design ideas, processes and solutions against comprehensive criteria for success recognising the need for sustainability (VCDSCD063)	The self-reflection includes the effectiveness of the solution to the problem. Some considerations addressing potential risks and sustainability issues the solution may encounter in future developments by others are included.	The self-reflection includes a criteria to evaluate performance and effectiveness of the solution to the problem. Consideration is provided addressing some potential risks and sustainability issues the solution may encounter in future developments by others. Limited opportunities for future innovations are considered.	The self-reflection includes a criteria to critically evaluate performance and effectiveness of the solution to the problem. Consideration is provided addressing potential risks and sustainability issues the solution may encounter in future developments by others. Numerous opportunities for future innovations are considered.	The self-reflection includes a refined criteria to critically evaluate performance and effectiveness of the solution to the problem. Concise consideration is provided addressing potential risks and sustainability issues the solution may encounter in future developments by others. Numerous opportunities for future innovations are considered and explained.
Ethical Understanding	Investigate the connections and distinctions between and the relative value of concepts including fairness and equality, and respect and tolerance (VCECU019) Explore a range of ethical problems and examine the extent to which different positions are related to commonly held ethical concepts and principles, considering the influence of cultural norms, religion, world views and philosophical thought (VCECU020) Distinguish between the ethical and non-ethical dimensions of complex issues, including the distinction between ethical and legal issues (VCECU021)	Few discussions relating to ethical issues such as fairness and equality are listed. Regard for societal expectations is loosely addressed in some form, and the wider contexts in which the final product may be consumed are at least considered. Some of the differences between ethical and legal issues are identified.	Discussions relating to ethical issues such as fairness and equality are documented. Regard for societal expectations is addressed in some form, and the wider contexts in which the final product may be consumed are considered. A discussion of the differences between ethical and legal issues is evident.	Discussions and considerations relating to ethical issues such as fairness and equality is well documented. Regard for societal expectations is adequately addressed and understood, and the wider contexts in which the final product may be consumed are considered. An understanding and discussion of the differences between ethical and legal issues is evident.	Discussions and considerations relating to ethical issues such as fairness and equality is documented at a high standard. Regard for societal expectations is clearly addressed and understood, and the wider contexts in which the final product may be consumed are considered and documented. A firm understanding of the differences between ethical and legal issues is evident from the discussion.
Ethical Decision Making and Actions	Discuss issues raised by thinking about consequences and duties, in approaches to decision-making and action, and arguments for and against these approaches (VCECD022) Investigate how different factors involved in ethical decision-making can be managed by people and groups (VCECD023)	Potential consequences and implications the final product may have in wider society have been listed. Limited evidence that these consequences have been addressed in the design is provided. Little research of similar products with similar issues is included.	Potential consequences and implications the final product may have in wider society have been considered. Some evidence that these consequences have been addressed in the design is provided. Some research of similar products with similar issues is included, and the lessons these provide have been considered for the final product.	Potential consequences and implications the final product may have in wider society have been documented. An acceptable standard of evidence that these consequences have been addressed in the design is provided. Some research of similar products with similar issues is included, and the lessons these provide are applied to the final product.	Potential consequences and implications the final product may have in wider society have been considered and documented. A high standard of evidence that these consequences have been addressed in the design is provided. Research of similar products with similar issues is included, and the lessons these provide are clearly applied to the final product.
Documentation	To what extent has the OneNote Design Portfolio been completed by the group or student? How well has the product been communicated through the OneNote Design Portfolio?	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?!	How appealing is the design, look and feel of the prototype? Is it fun and engaging to play?	The prototype lacks dynamism. No evidence of unexpected, surprise or fun elements. Work on individual style or core identity required. Includes only non-original, or very basic level original graphics. Chosen graphics do not add to the user experience.	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. Includes some original graphics. or utilised stock graphics well.	The prototype is well developed and fun. Demonstrates a well developed understanding of core play values. Enjoyable game play. Includes well developed original graphics which fit well with the overarching game experience.	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. Includes high quality original graphics which heighten the user experience. The graphics demonstrate an enhanced understanding of the role and possibilities of graphics.