

Rubric for Game Maker

	Vague 0 – 1.0	Emerging 1.1 – 2.0	Proficient 2.1 – 3.0	Distinguished 3.1 – 4.0
Objective	<ul style="list-style-type: none"> ◆ The lack of the objective and purpose is a marked deficiency. ◆ The subject matter is mottled and hardly engages and interests the player. 	<ul style="list-style-type: none"> ◆ The objective and purpose needs better development. ◆ More interesting subject matter is needed to engage the players' attention. 	<ul style="list-style-type: none"> ◆ The objective and purpose are clearly developed. ◆ Subject matter holds the player's interest and prompts further playing. 	<ul style="list-style-type: none"> ◆ The objective and purpose are keenly developed. ◆ Subject matter holds the audience's interest and propels the players to finish the game.
Instructions/ Rules	<ul style="list-style-type: none"> ◆ Rules are unclear, hard to follow, and do not make sense. ◆ Rules need clarity in order to encourage strategy and playability. ◆ There is a lack of clarity in the rules that inhibits complexity of play when needed. 	<ul style="list-style-type: none"> ◆ Rules are somewhat clear but need further explanation to make sense. ◆ Some rules could use fine tuning, but some encourage strategy and playability. ◆ Some rules are unclear, which may inhibit complexity of play when needed. 	<ul style="list-style-type: none"> ◆ Rules are clear but could use some streamlining for a better logical flow. ◆ Rules encourage good strategy and playability. ◆ Rules are clear and may offer complexity of play when needed. 	<ul style="list-style-type: none"> ◆ Rules are extremely clear, flow logically, and make sense. ◆ Rules allow for simple to complex strategy and playability. ◆ Rules are extremely clear and offer complexity of play when needed.
Design, Organization and Layout (When Applicable)	<ul style="list-style-type: none"> ◆ Little to no organization or planning in the overall design. ◆ Equipment appears difficult to set up. ◆ Little to no design and/or layout is presented that supports the game. ◆ Little to no graphics and barely any colors are used. 	<ul style="list-style-type: none"> ◆ Marginally organized and planned in the overall design. ◆ Equipment appears somewhat easy to set up. ◆ Some design and layout is presented that supports the game. ◆ Unoriginal graphics and some contrasting colors are used. 	<ul style="list-style-type: none"> ◆ Well organized and planned in the overall design. ◆ Equipment appears easy to set up. ◆ Design and layout works well to support the game. ◆ Original graphics and contrasting colors are used to support the game of play. 	<ul style="list-style-type: none"> ◆ Highly organized and well planned in the overall design. ◆ Equipment appears very easy to set up. ◆ Design and layout is detailed when needed and fully supports the game. ◆ Excellent, original & detailed graphics and contrasting colors are used to support the game.
Thinking Skills, Elegance and Flexibility, Luck vs. Skill	<ul style="list-style-type: none"> ◆ Hardly presents something that needs thought on the player's part. ◆ The game is restrictive and can only be played one way. ◆ No balance of luck or skill is offered. 	<ul style="list-style-type: none"> ◆ Little cognitive effort is needed by the players. ◆ Some variation of play may be made, but seems somewhat unclear. ◆ The balance of luck and skill is somewhat stilted. 	<ul style="list-style-type: none"> ◆ A decent amount of thought is needed by the player's part. ◆ The game can be varied and flexible to meet the needs of different levels of players. ◆ Luck and skill appear to balance each other. 	<ul style="list-style-type: none"> ◆ Thought is definitely needed by the player's part. ◆ Variations are clearly presented to meet the needs of different levels of players. ◆ Luck and skill appear to be carefully balanced.
Element of Fun and Being Fair	<ul style="list-style-type: none"> ◆ Appears to be unfair. ◆ Not enjoyable to play; not positive in spirit. 	<ul style="list-style-type: none"> ◆ Appears mostly fair, but not at all times. ◆ Somewhat enjoyable to play; sometimes positive in spirit. 	<ul style="list-style-type: none"> ◆ Appears fair. ◆ Appears enjoyable and fun to play with a positive spirit. 	<ul style="list-style-type: none"> ◆ Appears to be extremely fair. ◆ Appears enjoyable and lots of fun to play with a positive spirit.