

## IAT 431 – Design Noir Project (2000 XP Maximum, 20%)

Team Member Names \_\_\_\_\_

Team # \_\_\_\_\_ Grade \_\_\_\_\_

<b>Medium-Fidelity Prototype</b>	Poor	Satisfactory	Good	Excellent
Interesting and novel topic	Poor	Satisfactory	Good	Excellent
Encourages viewers to question values	Poor	Satisfactory	Good	Excellent
Addresses underrepresented needs	Poor	Satisfactory	Good	Excellent
Is disturbing, creepy, or perplexes	Poor	Satisfactory	Good	Excellent
Creates narrative with the user as protagonist	Poor	Satisfactory	Good	Excellent
Adequate amount of programming	Poor	Satisfactory	Good	Excellent
<b>Report - Overall</b>	Poor	Satisfactory	Good	Excellent
Rationale behind the design	Poor	Satisfactory	Good	Excellent
Description of how the design offers reflection	Poor	Satisfactory	Good	Excellent
Ability of images to illustrate the design	Poor	Satisfactory	Good	Excellent
Explanation of how the design works	Poor	Satisfactory	Good	Excellent
Writing quality	Poor	Satisfactory	Good	Excellent
<b>Video - Overall</b>	Poor	Satisfactory	Good	Excellent
Description of prototype	Poor	Satisfactory	Good	Excellent
Description of usage by at least one person	Poor	Satisfactory	Good	Excellent
Description of how the design was created	Poor	Satisfactory	Good	Excellent
Quality of video editing and visuals	Poor	Satisfactory	Good	Excellent
<b>Lab Presentation</b>	Poor	Satisfactory	Good	Excellent
Team member participation	Poor	Satisfactory	Good	Excellent
Visuals and speech	Poor	Satisfactory	Good	Excellent

Note: You will receive a recommendation of Poor, Satisfactory, Good, or Excellent on the above aspects. This is meant to provide an overall impression of each section of your project but does not map directly to a final grade. E.g., just because you get all “Good” ratings does not mean you automatically get a ‘B’. The evaluator will base your final grade on the overall quality of your project, taking into account all of the above listed sections where some may be emphasized more than others.