

# WRITING FOR GAMES | COURSE RUBRIC

## How to Use This Rubric

The rubric for this course may be a bit different than what you're used to in your other classes. The score you ultimately receive depends on two things: **Your Plan** (what you set out to do) and your **Project** (how well you follow through with that plan). In other words, you are being graded on **how well you accomplished the thing you set out to do**.

The most important part of this is your **plan**. Before each project in this course, you'll have a chance to lay out what you want to accomplish in your **project**. *The more ambitious your plan, the higher the potential score you can earn. But remember, the harder it will be to pull off!*

### The Plan:

- **Limited:** The plan sets forth an unambitious or unclear project (80% possible).
- **Thoughtful:** The plan sets forth a reasonable project with clear goals (100% possible).
- **Ambitious:** The plan sets forth a difficult project with challenging goals (120% possible).

In this sense, you will learn what score that you can earn on a project after you have submitted your plan. Your project will then be evaluated based on **how well you meet your own criteria**. *Remember, even a limited plan can still earn up to 100% if you go Above and Beyond!*

### The Project:

- **Some Hiccups:** The project doesn't meet the goals it sets out to fulfill (lose up to -20%).
- **Pulled it Off:** The project meets the goals it sets out to fulfill (earn the planned score).
- **Above and Beyond:** The project exceeds the goals it sets out to fulfill (earn up to +20%).

### Two examples:

Chip Cornelius Dangles writes out a plan for his project. He says he's going to design a board game that's a spinoff of Candyland called Dogland. It's the same, but with dogs, apparently. The GM determines this is a **limited plan**, since it will not require much effort and doesn't explain how it will make use of its form. When Chip makes the project, however, he ends up creating a much more nuanced project that includes numerous features that parody the genre of children's games and actually make for funny and intriguing gameplay. The GM determines he has gone **above and beyond** his original plan, and so Chip ultimately earns **100%**.

Lars writes out a plan for his project, and he says he wants to make a 20-minute short film for his CRIT, and he gives details about how he'll make use of the film structure to break down his subject. The GM determines this is an **ambitious plan**, and that it will be difficult to pull off. Lars ultimately does make the film, but ends up running into some technical issues, so the film comes out much shorter and with some lapses in quality. The GM determines that the project has **some hiccups** and so Lars ultimately earns 100%. (Note that if Lars had explained these shortcomings in his Heads-Up statement, he may have still kept some of his points!).

PLAN RUBRIC	LIMITED (80%)	THOUGHTFUL (100%)	AMBITIOUS (120%)
<p><b>THE PLAN</b></p> <p><b>WHAT DID YOU SET OUT TO DO?</b></p>	<p>The plan is largely unclear and/or sets forth a unambitious project:</p> <ul style="list-style-type: none"> <li>• The doesn't <b>hasn't set success criteria</b> for the project, or the criteria isn't measurable.</li> <li>• The plan would require very <b>little effort</b>, or is small in <b>scope, depth, or focus</b>.</li> <li>• The plan <b>doesn't explain the link</b> between the <b>form and content</b> of the project.</li> <li>• The project does not consider <b>core engagements</b>.</li> </ul> <p><i>Pulling off a Limited Plan will earn you an 80%. Try increasing your <b>scope</b> or rethinking <b>form/content</b> so that you can raise your potential <b>project score</b>.</i></p>	<p>The plan has good concrete details, and sets forth a project that is reasonable and achievable.</p> <ul style="list-style-type: none"> <li>• The plan <b>sets out measurable and attainable success criteria</b>.</li> <li>• Clarifies the <b>purpose</b> and <b>genre conventions</b>, as well as <b>core engagements</b>.</li> <li>• The plan would require some <b>meaningful effort</b> and clarifies the <b>scope, layers, and focus</b>.</li> <li>• The plan <b>shows a link</b> between <b>form and content</b>.</li> </ul> <p><i>Pulling off a Thoughtful Plan will earn you 100%. A Thoughtful plan with hiccups will earn an 80%. A Thoughtful Plan that goes Above and Beyond will earn you 120%.</i></p>	<p>The plan has good concrete details, and sets forth a project will be challenging to pull off.</p> <ul style="list-style-type: none"> <li>• The plan would require <b>significant effort</b> with <b>numerous layers, a large scope</b>, or considers <b>multiple core engagements</b>.</li> <li>• The plan identifies an <b>evocative or unique pairing of form and content</b>.</li> <li>• The plan involves working in a <b>challenging or surprising genre</b>, or sets a <b>difficult purpose</b>.</li> </ul> <p><i>Pulling off a Ambitious Plan will earn you 120%, but it also means that this project will be more difficult to pull off. Give yourself plenty of time and be sure to use your resources!</i></p>
PROJECT RUBRIC	SOME HICCUPS (LOSE UP TO 20%)	PULLED IT OFF (EARN YOUR SCORE)	ABOVE AND BEYOND (GAIN UP TO 20%)
<p><b>THE PROJECT</b></p> <p><b>HOW DID YOU FOLLOW-THROUGH?</b></p>	<p>The project has issues following through with the ideas set out in the original plan. The project:</p> <ul style="list-style-type: none"> <li>• <b>Has formatting, technical, or formal lapses</b> that aren't explained in the Heads-Up.</li> <li>• <b>Doesn't achieve the purpose or success criteria</b> set out in the plan.</li> <li>• <b>Is diminished in scope, effort, or professionalism</b> from what was set out in the plan without explanation in the Heads-Up.</li> <li>• Doesn't effectively establish <b>core engagements</b>.</li> </ul>	<p>The project follows through with the ideas set out in the original plan! The project:</p> <ul style="list-style-type: none"> <li>• <b>Fulfills the core engagements, purpose and genre conventions</b> identified in the plan.</li> <li>• An <b>appropriate level of effort, care, and polish</b> have gone into the project.</li> <li>• The form and content of the project <b>work together harmoniously</b>.</li> <li>• Any shortcomings (technical or written) are <b>explained in the Heads-Up statement</b>.</li> </ul>	<p>The project exceeds the original plan! The project:</p> <ul style="list-style-type: none"> <li>• <b>Achieves its purpose or establishes its core engagements</b> with <b>great effectiveness</b>.</li> <li>• Has clearly undergone <b>immense effort</b>, and is <b>multilayered, polished, or has a large scope</b>.</li> <li>• The form and content of the project are <b>linked in powerful and fascinating ways</b>.</li> <li>• Any shortcomings (technical or written) are <b>explained in the Heads-Up statement</b>.</li> </ul>