CDM: Text Grading Rubric
2/24/2016

The text portfolio is worth 15% of your semester grade, or 15 points. The Twine game is worth 5 points, the reflection another 5, the playthrough 2.5, and the preview 2.5.

Here's what I'm specifically looking for in your Twine game:

	1 point	.5 points	0 points
Gameplay	Playing your game is interesting and thought-provoking	Game somewhat interesting or thought provoking	Game cannot be played
Writing	Sentences written carefully, in a style that enhances gameplay	Sentences less careful or out of synch with gameplay	Sentences careless and detract from gameplay
Mechanics	Game branches, loops, involves variables, or is otherwise different from reading linear text	Game more or less like reading linear text	Game indistinguishable from linear text
Design	Design elements are well-executed and contribute to your game's narrative	Design elements less successful	No design elements
Pacing	Game has an effective shape or progression, with moments of higher and lower tension	Game hints at a shape or progression	Game has no discernable shape or progression

Here's what I'm specifically looking for in your reflection:

	1 point	.5 points	0 points
Length	At least 500 words	10-100 words under	More than 100 words under
Screenshots	3 or more	1-2	0
Screenshot Descriptions	You clearly explain the composing your screenshots show	Explanations are less clear	There are no explanations
Thoughtfulness (worth 2 points)	Reflection written with care and insight	Reflection provides some insight into your video	Reflection fails to substantially engage with your video