

Scratch Competition Rubric

Challenge: Develop an awesome Scratch game or an interactive story/art/music experience!

Criteria	Description	Nice Try!	Good Work!	Great Work!	Excellent!
Fun Factor	Game or experience is fun and engaging				
Ideas	Does the game or experience show unique ideas and originality?				
Design/Technical Merit	Does the program perform without error?				
	Completeness (Polished and complete – no missing pieces or obvious missing gameplay elements)				
	Technical Skill				
Artistic Merit	Sound (use, quality, and originality)				
	Artistic Design/Graphics (use, quality, and originality)				
Design Brief concise overview in less than a page	<p>Your brief should include the following:</p> <ul style="list-style-type: none"> • Purpose of game • Brief history of the game’s development • Point out unique features of the game • Include any research conducted • Provide the names & contact information of those who contributed to the submission • Cite sources if needed & address any issues of copyright 				
User Friendliness	Ease of play and friendly user experience				
Presentation and Answers	Ability to present your ideas and answer questions from judges during the finals				
Judge’s Notes					