Internet Applications

Projects in this category have strength in their use on networks, either the World Wide Web or LANs (Local Area Networks). Examples of Internet application projects include web pages, web sites, chat rooms, interactive games, bulletin boards, podcasts and blogs.

Your computer is required to display this project. Internet access will not be available at the fair. All links must be captured one level deep. No tri-board displays.

Area	Minimal	Partial	Mastery
Documentation - 10% Did student(s) include citations for sources and permissions for non-student produced materials?	None of the required documentation present.	Some or most required permissions present.	ALL required permissions present OR none needed.
Complete and Functional - 15% Did student(s) complete the entire project?	Application is incomplete and does not work at all.	Application has bugs present that prevent it from completing certain tasks.	Application is complete and functions to accomplish a specific task or goal. No bugs are apparent in the presentation of the application.
Creativity - 20% Did student(s) use a higher level of creativity throughout the design process and oral presentation? (Nervousness should NOT count against the student)	Minimal levels of creativity shown in the project design and oral presentation.	Students display lower levels of creativity in the design process and/or oral presentation. (Nervousness should NOT count against the student)	Student displays a high level of creativity throughout the entire application design process. The oral presentation is unique, well-planned, and creative. (Nervousness should NOT count against the student)
Understanding - 25% Did student(s) demonstrate a solid understanding of the software for project development?	Student displayed little to no understanding of the software used.	Student used a program to build the app that did not require an in-depth knowledge of programming skills required to build and implement the application.	Mastery in the choice and use of software to program the app. Student is able to answer specific questions about their project and the software used to program and design the app. Student displays mastery in understanding of the programming used to develop the app.
Intended Purpose - 30% Did all elements of the project work together to serve the intended purpose?	No elements of the design fit the intended purpose of the project.	Elements of the project are not cohesive. Application does not fully serve its intended purpose. Application's user interface is not intuitive.	Layout and user interface are consistent and intuitive. Overall design and functionality of the application is impressive. Elements used throughout the project enhance the aesthetics and/or functionality of the application.