

Multimedia Applications

Multimedia projects are defined as computer-based reports or creative presentations using any combination of sound and/or images with text. If appropriate to the project, a storyboard may be displayed to show sequencing of project creation.

Area	None	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?	Project is incomplete and does not function at all.		Displays all essential information completely and in depth
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 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.		Mastery in the choice and use of software to enhance the project. Student is able to answer specific questions about their project.
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.		Mastery in the combination of multimedia elements and content, reinforcing the message. Special attention is given to layout of text, graphics and special effects. Project gives the viewer a thorough understanding of the topic.