

Computer Programs – Games and Simulations

Judging Criteria Guidelines

Judging Criteria	Comprehensive	Detailed	Satisfactory	Limited	Very little/Not shown
Written Report (1xA4 page), which should include ALL of the following: <ul style="list-style-type: none"> • Describe the program. • What does the user do? Where do they start, where do they finish? • Description of science in the program. • Describes how the program integrates the science. • Bibliography cited correctly. • Acknowledgements provided. 	9-10 Have included all requirements (6 in total): <ul style="list-style-type: none"> • Describe the program. • What does the user do? Where do they start, where do they finish? • Description of science in the program. • Describes how the program integrates the science. • Bibliography cited correctly. • Acknowledgements provided. 	7-8 Have Included most (>3) requirements (MUST include satisfactory explanation of the Scientific content of the program)	5-6 Have included 3 of the 6 requirements (MUST include satisfactory explanation of the Scientific content of the program)	3-4 Have included <3 of the 6 requirements and/or DOES NOT include a satisfactory explanation of the Scientific content of the program	0-2 Either does NOT include the written explanation or it is of extremely poor quality, including no explanation of Scientific content.
Scientific content (age related)	10 Have included high level scientific content / principles for the program	8 Have included sufficient scientific content / principles for the program	5 Have included adequate scientific content / principles	3 Minimum Scientific content / principle included unclear.	0 No relevant scientific content / principles included
Integration of science content in the program	10 Have a very sophisticated level of integration	8 Have a high level of integration	5 Have a reasonable level of integration	2 Have some (low) level of integration	0 No evidence of any integration
Understanding of the Science in the program	10 Have a very high level of understanding of the Scientific content/principles in the program.	8 Have a high level of understanding of the Science content/principles in the program.	5 Have a reasonable level of understanding of the Science content/principles in the program.	3 Have a minimum understanding of the Science content/principles in the program.	0 Show no evidence of understanding of the Scientific content/principles in the program.
Extent of program development	10 Comprehensive program. Extensively and logically developed. Excellent/sophisticated skills.	8 Program in general well developed. Very good skills for age	6 Basic Program. Basic range of skills.	3 Program shows evidence of thoughts. Limited range of skills.	1 Incomplete program. skills below standard for age.
Presentation, Graphics, navigation, multi-media	10 Sophisticated and varied use of graphics. Eye catching / stimulating & User friendly. <i>Game:</i> Navigation clear and easily followed. <i>Simulation:</i> Well placed & sequenced.	8 Very good use with some variety in graphics. Directions / sequence / content can be followed however the program would benefit from some further development	5 A good but limited range of graphics used. Some clear indication of direction.	3 Graphics unclear and hard to follow but have evidence of the direction it is going.	1 Graphics unclear and hard to follow. Show no real indication of where it is going.
Ease and enjoyment of use	10 Excellent. Lots of fun, very engaging, easy to use.	8 Enjoyable independent usage, smooth, intuitive and engaging.	5 Demonstrates smooth operation but lacks user engagement in places.	3 Limited use of program, still under development, little engagement.	1 Unclear. Very little planning and preparation. Program couldn't be used independently of designer.
Level of interaction	10 Stimulating program. <i>Game:</i> High level of interaction <i>Simulation / Presentation:</i> High interest level.	8 The level of interaction used is appropriate to the program.	6 A good level of interaction.	3 A basic level of interaction.	1 Very low level. <i>Game:</i> Low level of interaction <i>Simulation:</i> Some interaction would benefit the program.
Innovation, originality and creativeness	10 Highly original, creative and innovative.	8 Original ideas with many original input from student.	5 Program idea is not original but student has some original input in developing the program.	3 Program idea is not original but student has some input in developing the program.	1 A common idea with no original input from student.