

Team:
School:
Center:

App Performance Scoring Criteria (100 Points)

Overview: Values circled reflect the degree of evidence for design goals: (5) Exceptional/Exceeds Standard When Possible; (4) Meets Very Effectively; (3) Meets Somewhat Effectively; (2) Almost Meets/Inaccurate or Unclear; (1) Attempts/Irrelevant; (0) No attempt. *Please note: to meet any design goal below, all aspects listed in the standard (i.e. row) must be met.*

Idea. (20) a-Creativity, b-Theme, c-Concept, d-Stem Application						
a. The idea behind the app is creative or innovative.	5	4	3	2	1	0
b. The app theme is consistent. The cover page, menus, name, and functionality fit well together.	5	4	3	2	1	0
c. The concept being addressed and/or demonstrated is apparent in the app.	5	4	3	2	1	0
d. The app is clearly addressing a STEM concept.	5	4	3	2	1	0
Subtotal	___/20 x 30 = ___					
User Experience. (30) a-Workability, b-Navigation, c-Flow, d-Functionality, e-Purpose, f-Clarity						
a. The app works.	5	4	3	2	1	0
b. The app is easy to navigate.	5	4	3	2	1	0
c. The flow (sequence) of the app makes sense to the user.	5	4	3	2	1	0
d. All the intended functions of the app work.	5	4	3	2	1	0
e. The purpose of the app becomes apparent to the user fairly quickly.	5	4	3	2	1	0
f. The learning target of the app is clear to the user.	5	4	3	2	1	0
Subtotal	___/30 x 50 = ___					
Looks. (25) a-Concept Alignment, b- Cover Page, c-Menus, d-In-app details, e-Messages						
a. The overall look of the app aligns with the concept addressed.	5	4	3	2	1	0
b. The cover page is well laid out.	5	4	3	2	1	0
c. The menus have a legible font/size.	5	4	3	2	1	0
d. The in-app details are well laid out during use.	5	4	3	2	1	0
e. The in-app messages are well presented. (eg. game over, end summary, next level, error message, etc.)	5	4	3	2	1	0
Subtotal	___/25 x 20 = ___					
APP PERFORMANCE Total						

Comments: