

## Multimedia Judging Rubric

## Rules and presentation:

A written report, within the word limit, that includes:

- The URL for the web site (if a web based entry)
- A list of any software used to create the video or web page
- A bibliography of all sources of information
- A discussion of any problems and how you overcame them
- Acknowledgment of any assistance with editing, graphics, design, or technical help with equipment or software
- Acknowledgment of any AI tools used

The entry must meet the technical specifications set for each type of entry

Communication of main ideas	Presentation has excellent links to topic chosen and obviously tells the story of the topic.	Presentation has good links to topic chosen. Over-all story of topic is clear.	Presentation clearly links to topic chosen. Over-all story of topic is unclear.	Presentation has limited links to topic chosen. Over-all story of topic is unclear.	Presentation not linked to topic chosen. What is the story?
Science content / Student investigation	Obvious and accurate science content that is highly appropriate and reflects the student/s own science investigation.	Obvious and accurate science content that is mostly appropriate and reflects the student/s own science investigation	Science content included. Most science ideas accurate.	Limited science content included. Some science ideas accurate.	Science content absent, unclear or inaccurate.
Originality and Creativity	Highly original and highly creative.	Original and creative.	Moderate degree of originality and creativity.	A minimal degree of originality and creativity.	Not original or creative.
Quality of Production and Technique	Outstanding	Good	Satisfactory	Fair	Poor
Positive Impact on Viewer	Outstanding impact. Eye-catching.	Good impact	Satisfactory impact	Weak impact	No impact
Assistance	Full details of all assistance clearly given	Good details of assistance given.	Details of assistance outlined.	Assistance mentioned but details not given.	Assistance not acknowledged but evident in project.