

## Quality Design Rubric

Course: \_\_\_\_\_ Team Members: \_\_\_\_\_

Date: \_\_\_\_\_ Evaluator: \_\_\_\_\_ Overall score: \_\_\_\_/20

Objective	5 High Proficiency	4 Proficiency	3 Some Proficiency	2 No/Limited Proficiency	Score
<b>Creativity in Function</b>	Creatively approaches and solves the problem. Approach the problem in unusual way.	Unusual strategy. Creative aspects don't work as well as planned.	Not unusual strategy but some sort of creativity.	No creative aspects in work, design or strategy.	
<b>Uniqueness</b>	Design not based on building guide. Design not seen before. Design innovative and creative and significantly different from other designs.	Design not based on building guide. Design elements are creative.	Design not based on building guide. Design elements are creative.	Design not based on building guide. Team relied on guide for ideas and minor differences with other similar projects.	
<b>Design and Integration</b>	Design consistent with team's plan. All elements work together well.	Elements work together.	Elements work together with problems.	Elements work most of the time, but not together. Team does not have a design plan.	
<b>Creativity in design process.</b>	Developed design ideas from unusual sources. Team willing to take risk. Team generated lots of ideas.	Team took some risk and generate own ideas. Team used some unusual sources.	Team did research but did not translate into project. Minimal risk.	Team took no risks. Team relied on coach for ideas.	