Graphics for Game Development
Grading Rubric – Midterm Project (Video Game Cover)

Name: _____

	Excellent/ Proficient (A) = Proficient Knowledge	Good / Fairly Proficient (B) = Good Knowledge	Average (C) = Basic Knowledge	Below Average (D) = Not Really Understanding Course Assignment	Unsatisfactory (F) = Did not implement the required actions or elements.
Background Added to Front and Back of Cover	10pts An image was added to both the back and front; the image was a simple image (not previously edited)	6pts An image was added to both the back and front; however the image is not a raw, simple image	5pts An image was left off on either the back or front cover. The image was not previously edited.	3pts An image was left off either the back or front cover. With the one image that was added, it's not simple.	0pts An image was not added to either the back or front covers of the project.
Main Character of the Video Game	10pts The student added themselves as the main character on the front cover. The image of the character was easy to identify. Student also edited the image to show (1) item in that characters hand.	7pts The student added themselves as the main character on the front cover. However, an item was not added to the character's hand(s).	5pts The student added a main character to their game. However, the main character isn't that student's image and likeness. An item was added, however, to the main character's hand(s).	3pts The student did not use their image as the main character of the game. In addition, an item was not added to that character's hand(s).	0pts A main character was not added to the front cover of the game.
Image Items Added to Back Cover	12pts (4) items were added to the front of the game cover.	9pts (3) items were added to the front of the game cover.	6pts (2) items were added to the front of the game cover.	3pts (1) item was added to the front of the game cover.	0pts No items were added to the front of the game cover.
Image Items Added to Back Cover	6pts (2) items were added to the back of the game cover.		3pts (1) item was added to the back of the game cover.		0pts No items were added to the back of the game cover.
Filters Added to Front Cover	7pts (2) Filters were added to the front cover. Both filters were easy to look at.	5pts (2) Filters were added to the front cover. However, one of the filters was difficult to see.	3pts Only (1) filter was added to the front cover. The filter was easy to look at.	2pts With the (1) filter that was added to the front cover, it was difficult to look at.	0pts No filters were added to the front cover.
Text and Other Items Added to Both Sides	10pts Included all of the following: Name of Video Game (front and side), Logo of Video Game Producer, ESRB Rating Logo, 2-3 Sentences on Back Cover	8pts Included MOST of the following except: Name of Video Game (front and side), Logo of Video Game Producer, ESRB Rating Logo, 2-3 Sentences on Back Cover	6pts Included roughly HALF of the following except: Name of Video Game (front and side), Logo of Video Game Producer, ESRB Rating Logo, 2-3 Sentences on Back	4pts Did not include most of the items needed for both text and for other items	0pts Did not include ANY of the items for both text and other items
Selections	10pts Selection tools were properly used for all items in cover as the selections came out clean (through feathering, refining edge, masks, etc.)	8pts Selection tools were properly used for most items in poster as the selections came out clean on most edges of the items	6pts Selection tools were properly used for roughly half of the items in poster; half of the selections came out clean	4pts Selection tools were poorly used for most items in poster as most of the selections were not clean on the edges of the selection itself	0pts Either all selections in the poster were done very poorly OR no selections were made of the items used

Perspective, Visibility, and Readability	10pts	8pts	6pts	4pts	0pts
	All items in the cover had good perspective and lighting (including use of layer styles); all items could be visibly seen in the cover (no blurriness); credits were made to look real; all text was easy to read	One of the following was not executed: lighting on items, all items visibly seen, some text difficult to read on the cover	Multiple items of the following were not executed: lighting on items, all items visibly seen, some text difficult to read on the cover	Lighting was poor with most or all items in cover; most or all items were difficult to see in the cover; text was difficult to look at	The lighting, visibility of text and items, and formatting of credits was done extremely poorly or not done at all.
Creativity	10pts	8pts	6pts	4pts	0pts
	Student was very creative in the way images were blended together; emphasis was made on inserting text that was catchy to the viewer's eye; good font choices were made based on the video game chosen	Student used one or two graphical elements to show creativity throughout the game cover except with blending the images, text that was catchy, or good font choices.	The student's ideas in the game cover were typical rather than creative.	The student did not really make or customize any of the items in the game cover. Most of the game cover was too basic.	Student used no elements in his/her items to make the game cover creative or appealing to the viewer.

Penalty (Late/Wrong File Sent/Rubric Not Turned In) _____ = _____
Your Points (out of 85): _____

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Artist Statement	20pts	16pts	14pts	10pts	0pts
	One slide includes the game cover by itself; student listed image information at top right corner of slide; student included important items in statement such as the audience viewing the cover, how you want the audience to feel; numerous Photoshop tools used; one challenge encountered (with solution)	Student may have left out either slide before A/S with image only OR image information. Student included MOST of the following items except: audience viewing, feelings of audience, one challenge encountered with solution; a few Photoshop tools were listed on how they were used.	Student may have left out either or both slide before A/S and/or image information. Student included only HALF of the following items except: audience viewing, feelings of audience, one challenge encountered with solution; only a couple of Photoshop tools were listed on how they were used.	No slide with the image by itself AND image info was included; Student wrote very little in artist statement of the items required; student describe only 1 Photoshop tool that was used	No artist statement was sent to the teacher or the statement was written so poorly that no points were given

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Your Points (out of 20): _____