INTERACTIVITY RUBRIC

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NEW MEDIA TECHNIQUES

9 MARCH 2018

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| TOPIC | 0-1 PTS BAD | 2-3 PTS DECENT | 4-5 PTS EXCELLENT |
| ABILITY TO INTERPRET CONTEXT, MOTIVE, AND LOGIC | GAME DOES NOT OR MINIMALLY ALLOWS PLAYER TO INTERPRET THE CONTEXT, MOTIVE, AND LOGIC TO A POINT WHERE THEY ARE ABLE TO FULLY IMMERSE THEMSELVES INTO THE GAME.  | GAME ALLOWS FOR INCONSISTENT INTERPRETATION OF THE CONTEXT, MOTIVE, AND LOGIC TO A POINT WHERE THEY ARE ABLE TO FULLY IMMERSE THEMSELVES INTO THE GAME. | GAME ALLOWS PLAYER TO INTERPRET THE CONTEXT, MOTIVE, AND LOGIC TO A POINT WHERE THEY ARE ABLE TO FULLY IMMERSE THEMSELVES INTO THE GAME.  |
| PHYSICAL ABILITY/INTERACTION | GAME DOES NOT OR MINIMALLY ALLOWS PLAYERS TO PHYSICALLY INTERACT WITH GAME AND FEEL CONTROL OVER THEIR VIRTUAL BODIES TO A POINT WHERE THEY FEEL IMMERSED WITHIN THE TECHNOLOGY. | GAME ALLOWS PLAYERS TO INCONSISTENTLY PHYSICALLY INTERACT WITH GAME AND FEEL CONTROL OVER THEIR VIRTUAL BODIES TO A POINT WHERE THEY FEEL IMMERSED WITHIN THE TECHNOLOGY. | GAME ALLOWS PLAYERS TO PHYSICALLY INTERACT WITH GAME AND FEEL CONTROL OVER THEIR VIRTUAL BODIES TO A POINT WHERE THEY FEEL IMMERSED WITHIN THE TECHNOLOGY. |
| AGENCY (ABILITY TO CHOOSE YOUR OWN PATH, MAKE YOUR OWN DECISIONS) | GAME DOES NOT OR MINIMALLY ALLOWS THE ABILITY TO CHOOSE YOUR OWN PATH AND MAKE YOUR OWN DECISIONS. IT DOES NOT IMMERSE THE PLAYER IN THE TECHNOLOGICAL REALM. | GAME INCONSISTENTLY ALLOWS THE ABILITY TO CHOOSE YOUR OWN PATH AND MAKE YOUR OWN DECISIONS, ULTIMATELY IMMERSING THE PLAYER IN THE TECHNOLOGICAL REALM. | GAME ALLOWS THE ABILITY TO CHOOSE YOUR OWN PATH AND MAKE YOUR OWN DECISIONS, ULTIMATELY IMMERSING THE PLAYER IN THE TECHNOLOGICAL REALM. |
| CULTURAL UNDERSTANDING, ABILITY FOR PLAYERS TO UNDERSTAND CONTEXT/SITUATION TO A SCOPE BROADER THAN THE GAME ITSELF | GAME DOES NOT OR MINIMALLY ALLOWS THE PLAYER TO UNDERSTAND CONTEXT AND THE SITUATION AT HAND, AND DOES NOT ALLOW THE PLAYER TO ENTER A UNDERSTANDING BROADER THAN THE GAME ITSELF. | GAME DOES NOT ALLOW THE PLAYER TO UNDERSTAND CONTEXT AND THE SITUATION AT HAND WHICH ALLOWS PLAYER TO ENTER A UNDERSTANDING BROADER THAN THE GAME ITSELF. | GAME ALLOWS THE PLAYER TO UNDERSTAND CONTEXT AND THE SITUATION AT HAND WHICH ALLOWS PLAYER TO ENTER A UNDERSTANDING BROADER THAN THE GAME ITSELF. |

TOTAL: \_\_\_/20