**Assessment Items**

[Taken from CCHU 9060 Group Assignment (35 points)]

**Task Description**

Working in teams of 6, you will design and develop a digital game or a gamification project for your group assignment. You will prepare and deliver a presentation of your production for 10 minutes in one of the last two lectures.

Your group is to propose game projects initiative(s) for a scenario of your choice, on the basis of game concepts and techniques learned in this course.

1. Group work [25 points]:
2. Create a prototype or a product for your initiative. (Group)
3. Write a report on (group) (1,000 ~ 1,500 words)
	1. Description of the scenario
		1. Background of audience
	2. Describe and explain the proposed game designs in detail:
		1. At least five screenshot with explainaintion.
	3. What are the initiative(s) about? What are the rationale(s) behind your design?
	4. How can the initiative(s) benefit your auidence?
	5. What are the critical success factor(s) of the initiative(s)?
4. Peer evaluation form (individual)

Rubric for evaluation of the work: [35 points]

* Originality with critical thinking (10 points)
	+ How much is it your own design?
* Well-supported argument (10 points)
	+ Cohorent and consistent of your design and your project
* Appropriateness & Completeness (5 points)
* Clear design (5 points)
* Peer evalution (5 points)
	+ Each student will review other group member within the group
	+ Each student will score other group work online
1. Presentation [5 points]:

In the last class, each group will present their project in about 15 minutes. The class will give feedback to help further improve the projects. The presentation will be graded on timeliness and clarity.

1. Peer Review [5 points]:

Each student has to complete a peer evaluation form to give grades and comments to your other 5 teammates.

You will deliver your project presentation in lecture session 11 (19 Apr) or 12 (26 Apr). Each member MUST also fill-in and submit the peer evaluation form to Moodle by 26 Apr. It is for adjustment of group work assessment when needed.

Upon finishing your group project, you have to hand in the following onto Moodle:

1. A prototype (prefer product) of your games or gamification project. (group work)
2. A Report of your project (group work) which include the followings:
* Purpose of your project
* Audiences og your project
* Your Project Goals
* Your Project Design
* At least 5 Screenshots of your product or prototpe
1. Peer evaluation form (individual work)

\*If studetns would like to seek for project consultant, please contact either Dr Chu or Dr Chiu. Email confirmation before the consultant session is required.

**Peer Evaluation**

Each student in the group will evaluate other members’ contributions to the group project.

Your name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Name of the group members under review:

 1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 2. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 3. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 4. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 5. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Pick your choice for each of the following 4 points for each of the group members.

(A excellent – B good – C faird – D disppointed - E poor)

|  |  |
| --- | --- |
|  | Team Members |
| 1 | 2 | 3 | 4 | 5 |
| 1. participates actively in the group (e.g., shows up in most meetings, contributes ideas in online discussion, etc.) |  |  |  |  |  |
| 2. This group member has done well in the part he/she is primarily responsible for. |  |  |  |  |  |
| 3. This group member also contributes to other parts of the project (e.g., makes revisions [or suggestions] to parts that he/she is not primarily responsible for). |  |  |  |  |  |
| Overall comment: |  |  |  |  |  |

Note: This form will be available in Moodle for students to fill in the peer assessment. ***Students MUST fill this in independently. No discussion is allowed***.