



## CSMF Rubric - INTERACTIVE MEDIA

	<b>Technical Expertise:</b> Interactivity, immersion, design, user experience, tool integration	<b>Content Story/Concept:</b> How effectively interactive tools enhance storytelling or problem-solving	<b>Creative/Innovative:</b> How original and experimental the use of interactive technology pushes boundaries in user interaction, immersion, or storytelling	<b>Media Literacy:</b> Understanding and ethical use of interactive tools.  <a href="#">LINK TO CITATION TIPS</a>
<b>9-10</b>	Smooth, responsive interactivity; immersive design using 3D models, soundscapes, environments; intuitive user interface. All tools are seamlessly integrated, enhancing interactivity or content generation.	The story or concept is deeply immersive, using interactivity to enhance the narrative or solve a problem. The project engages the user emotionally or intellectually.	Project shows highly original use of interactive, pushing boundaries of interaction, immersion, and user experience. The project is bold and experimental.	Project shows excellent understanding of media literacy and ethical implications of interactive tools. Original student work is cited. Proper citation of all assets (e.g., people, sound, stock, models, technology tools such as AI) and process documentation are included.
<b>7-8</b>	Well-designed interactivity with minor issues; immersive environments, but some refinement needed. All tools are well-integrated but not fully optimized for interaction or content generation.	The story or concept is clear, with interactive technology enhancing user engagement. Some elements feel more functional than deeply engaging.	Project shows creative and engaging use of interactive, though more conventional.	Project shows good understanding of media literacy and ethics in interactive tools. Most assets (including technology tools such as AI) and processes are cited and documented.
<b>5-6</b>	Adequate interactivity, but noticeable issues in responsiveness or immersion. Environments or models feel basic. All tools are present but underutilized, with integration issues or limited enhancement of the user experience.	The concept is clear, but the use of interactive technology feels conventional or adds little to the storytelling or problem-solving.	Project shows creative effort, but follows familiar patterns or conventional uses of interactive.	Project shows basic understanding of media literacy and ethical use in interactive tools. Some missing or incomplete citations and processing documentation.
<b>3-4</b>	Significant issues with interactivity, immersion, or design. Environments are poorly constructed. Tools are minimally used and do not significantly contribute to the project.	The story or concept is unclear, and the project fails to engage the user. The use of interactive technology feels disconnected from the content.	Project shows little creativity or innovation.	Project shows limited understanding of media literacy and ethical use of interactive tools. Few citations or other documentation present.
<b>1-2</b>	Poor or non-functional interactivity, clunky design, and environments with no sense of immersion. Tools are poorly integrated or misused.	No clear concept or story. The project feels unfinished, and the technology adds little to the user experience.	Project shows no creativity or originality. The project feels rushed, with little meaningful use of interactive technologies.	Project shows no understanding of media literacy or ethical considerations in using interactive tools. No citations or other documentation present.