

# California Student Media Festival Scoring Rubric 2020

All projects will be judged using the following guidelines. Additionally, your entry will be judged by the objectives, standards and/or purpose you submit to the festival.

**Academic & Aesthetic:** Projects can have an academic and/or aesthetic focus.

**Fiction & Non-fiction:** Projects may be either a work of fiction or non-fiction.

**Multiple Media:** *Video, Photography, Music, Art, Coding, and more are accepted!*

**Copyright & Citation Aligned:** *All submissions MUST follow copyright law and fair use guidelines. Credits MUST honor all contributors and sources.*

Score Levels	Medium/Technical	Content	Creative/Innovative	Copyright & Fair Use
	The project's chosen form of media displays technical expertise without difficulties, errors, or operating flaws.	The project has an understandable form, and/or message. The project causes the audience to respond, reflect, and gain from the project.	The project displays elements that set it apart as unique, original, /or compelling.	The project respects copyright rights and guidelines. The material used from both original and non-original sources are cited. Material may include music, writing, media clips, websites, facts, opinions, performances, photography, art, and design.
<b>5</b>	There may be technical problems but none of a serious nature. Choices of media and technical elements enhance the project.	Meets all content criteria above and reflects broad, in-depth research and application of critical thinking skills (analysis, synthesis, evaluation); The project shows notable insight and/or understanding of its subject.	Students have used elements or tools in creative and innovative ways that leverage the strengths of the chosen media, format or genre. The final product is unique, powerful, effective, and compels the audience's attention.	All material evident in the project is cited at the end, including original work by the project creator(s). If there are copyright holders, website attributions, or original work, all are cited. If sources are unknown, that is also noted. All contributions are cited.
<b>4</b>	With minor exceptions, all elements contribute rather than detract from the entry's overall effectiveness.	Meets much of the content criteria above and reflects basic research and application of critical thinking skills (analysis, synthesis, evaluation) The creator(s) show the necessary understanding of the topic to create a meaningful project.	The media is balanced, attractive, and easy to follow. It uses original student work and/or blends existing media in a creative and interesting way.	Almost all material used in the project is cited at the end, including original work by the project creator(s). With exceptions, all copyright holders, website attributions, works by others or original works are cited. Not all contributions are cited.
<b>3</b>	There are some technical problems, but the viewer is able to follow the project with few difficulties.	Meets some of the content criteria above and reflects average research and application of critical thinking skills (analysis, synthesis, evaluation). It shows minimal understanding of the topic. There may be some consistency errors or underdeveloped elements.	There is a focus that is maintained throughout the piece, but it may not be compelling, or may not present information in a way that consistently keeps an audience's attention.	There is some citing of material used in the project. Some copyright citations are listed. There are elements without attribution.

2	Technical difficulties interfere with the viewer's ability to see, hear, understand, and/or experience the content.	Meets little of the content criteria above, has a weak structure or reflects minimal research and application of critical thinking skills (analysis, synthesis, evaluation). The project shows a poor understanding or mastery of the topic. Significant consistency errors or underdeveloped claims.	The project strays from its intent. May contain creative aspects but those aspects lack cohesion in terms of the main goal(s) of the project.	There is no citing of material used in the project. No music, writing, design, performance, photography, or other elements are cited.
1	Technical issues make it impossible to experience and/or understand the project entry.	The project seems haphazard, hurried or unfinished. There are disjointed elements or there are significant errors, misconceptions, or misunderstandings.	The project doesn't have a focus or meaningful purpose and lacks unique, original, and/or compelling messaging.	There are no citations for elements in the project. Some presented as original is borrowed from someone else's work.
<b>Sub Totals</b>	<b>Technical Score:</b> 5 4 3 2 1 (Circle One)	<b>Content Score:</b> 5 4 3 2 1 (Circle One)	<b>Creative Score:</b> 5 4 3 2 1 (Circle One)	<b>Intellectual Property Score:</b> 5 4 3 2 1 (Circle One)
<b>Grand Total</b>	<p>(highest scores) 15 14 13 12 11 10 9 8 7 6 5 4 3 (lowest scores)</p> <p>(Circle One Total Score)</p>			

Optional Comments: