RUBRIC: NKU MOBILE APP DESIGN

Live Performance at State Championship
Team Event
ONE TEAM PER SCHOOL ALLOWED TO APPLY
Android Only

What mobile app can your students create that uses gamification to teach teach/re-enforce STEM discipline subjects? What mobile app can your students create that would help the school or community?
First and second place will be recognized at the State Championship Awards.

What the STLP Coordinator/Coach/Teacher should do:
- Share the rubric with students
- Determine which one team app should apply for this category
- Assist students with questions, make suggestions on quality of work
- Check for any copyright issues

What the students should do:
- Review the rubric
- Collaborate with a team of students to document and produce the app

Android Platform Requirements:
All apps must be developed to support phone interfaces.
The base operating system to be supported is Android 2.3 ("Gingerbread").
- Google's Android Page - https://developers.google.com/android/
- MIT's App Inventor - http://appinventor.mit.edu/
- Eclipse - http://eclipse.org/

SCREENING	CRITERIA	POINTS EARNED
	The Team has all equipment to present	No = No scoring Yes
VISUAL APPEAL How artistic is the app?	Qualities: color scheme, graphics, appeal to the user, and visual aesthetics	1 2 3 4 5 6 7 8 9 10
USABILITY How useable is the user interface?	The screens should be logically laid out, navigating between screens should be intuitive, self-explanatory to normal user	1 2 3 4 5 6 7 8 9 10
CODE REVIEW Programmers will examine the code.	Criteria: style, variable naming convention, comments, design of data models, modularity, and code reusability.	1 2 3 4 5 6 7 8 9 10
DESIGN DOCUMENTATION & REVIEW	Criteria can include sketches of the user interface, functional requirements to describe the app to outside parties (and used by developers to develop the app), and changes to the original design specification	1 2 3 4 5 6 7 8 9 10
MOBILE TECHNOLOGIES	Mobile technologies used in the design of the app shall be taken into consideration. This includes, but is not limited to, the accelerometer, gestures, GPS, NFC, touch interface, etc.	1 2 3 4 5 6 7 8 9 10
ORGINALITY	The originality/uniqueness of the idea shall be considered by the judges	1 2 3 4 5 6 7 8 9 10
OVERALL QUALITY	Quality: program stability, spelling, grammar, content accuracy, etc.	1 2 3 4 5 6 7 8 9 10
COPYRIGHT	All work in the app must be original. If outside sources are used, proper credit must be given inside of the app.	1 2 3 4 5 6 7 8 9 10
INTERVIEW	Students are well prepared and can answer questions about the planning, creation of the app	1 2 3 4 5 6 7 8 9 10
PRESENTATION	Students demonstrate the mobile app in a professional manner	1 2 3 4 5 6 7 8 9 10
IMPACT OF LEARNING	Students can give examples/data of how the app made an impact to the school and students	1 2 3 4 5 6 7 8 9 10
	TOTAL SCORE OUT OF 110:	