

DRAM 364 Rubric for Project 2- Metaphor in Sound

	SUPERIOR	EXCELLENT	AVERAGE	POOR	INCOMPLETE	RAW	WEIGHT	TOTAL
Subjective Grading (Qualitative Measurements)								
<i>Design Statement: A coherent design statement is provided. The designer's goal is apparent (one paragraph). A proposed plan for accomplishing the goal is provided (one paragraph). A list of potential effects and content is included (one paragraph).</i>	4	3	2	1	0	4	x 5	20
<i>Quality of the Final Design- Upon listening to the final design, the designer's intention is apparent. Creativity and quality are reflected in the final composition.</i>	4	3	2	1	0	4	x 5	20
Objective Grading (Quantitative Measurements)								
<i>Original sounds are invented by either recording new ones or synthesizing found material.</i>	4	3	2	1	0	4	x 8	32
<i>The final project is free of audio defects such as pops, clicks, and other unintended distortions.</i>	4	3	2	1	0	4	x 1	4
<i>The final mix represents the use of panning, volume adjustments, and effects.</i>	4	3	2	1	0	4	x 2	8
<i>All tracks, sequences, soundbites (audio regions) and files contain useful names for facilitating workflow.</i>	4	3	2	1	0	4	x 1	4
<i>All unused sounds have been removed and deleted from the project.</i>	4	3	2	1	0	4	x 1	4
<i>The project meets the time requirement</i>	4	N/A	N/A	N/A	0	4	x 1	4
<i>Final media is functional and properly labeled according to content. It has been tested in another computer or compact disc player .</i>	4	N/A	N/A	N/A	0	4	x 1	4
NOTES:					Total Points for this assignment:			100