

# Project Grading Rubric

## **Describe the kind of interactive narratives your system will generate.**

Excellent (2 points): Instructor can clearly imagine what kinds of stories or what kinds of experience this system will provide. Genre, setting, etc. of the stories are clear.

Acceptable (1 point): Instructor can get a sense of what stories the system will generate or what the experience will be. Some important question about the genre, setting, etc. are unanswered.

Poor (0 points): Description is vague. It is hard to imagine what these stories will be like.

## **What challenge in interactive narrative does your system address?**

Excellent (2 points): The challenge identified is one of the important challenges for interactive narrative systems identified and discussed in the course. The student understands why the challenge is difficult and how their system will engage with it.

Acceptable (1 point): The instructor can figure out, with some effort, which of the important challenges this project will engage with. The student does not seem to fully understand this challenge, or it is not clear how the system will engage with this challenge.

Poor (0 points): The challenge is not one of the important interactive narrative challenges identified in the course, or it is not clear how this project will engage with that challenge.

## **What claim(s) are you making about the stories your system will generate?**

Excellent (2 points): The claims and how they could be measured are clear. The system has a reasonable chance of succeeding. If successful, the system will make an interesting contribution. If unsuccessful, we will still learn something interesting.

Acceptable (1 point): The claims are vague or it is not clear how they could be measured. Generic terms like “fun” or “high quality” are used without defining what they mean. Chances of success are low. Impact will be small.

Poor (0 points): The claims are vague and hard to measure. It is not clear how the system could support those claims. Impact is minimal.

## **What kind of AI technology will be used in your system, and what role will it play? Describe why the AI is an essential tool that makes an important contribution.**

Excellent (2 points): At least one type of AI technology is identified. It is clear what the input and output of the AI system are. The AI is essential to the storytelling.

Acceptable (1 point): An AI system is identified, but it is not clear what role it plays or how it will contribute to the storytelling.

Poor (0 points): No AI system is identified, the description is vague, or the AI does not seem important for the storytelling.

### **Which parts of your narrative will need to be written by a human author?**

Excellent (2 points): The parts of the system that are written by hand are clearly identified and a clear example is given. The amount of work the author will need to do is reasonable. It is clear how the AI will use or enhance this hand-authored content.

Acceptable (1 point): The type of content that must be written is identified, but no examples are given, or it is unclear how the AI will use or enhance it. The author will need to write so much content by hand that there will not be enough time to complete the project.

Poor (0 points): It is unclear which parts the human author will write by hand or the scope of work the author must do.

### **What medium will you use to deliver your interactive narratives?**

Excellent (2 points): The instructor can clearly imagine what the game or interactive experience will be like, including how choices are presented and how the player will make choices.

Acceptable (1 point): The instructor needs to make some guesses to imagine what the system will look like, how stories will be delivered, or how choices will be made.

Poor (0 points): It is not clear whether the system will use graphics, text, etc. It is not clear how choices will be presented or made.

### **What role will the player have in the story?**

Excellent (2 points): The role of the player is clearly identified. Dealing with the player's choices will be an interesting challenge. Making different choices will lead to interesting outcomes.

Acceptable (1 point): The role of the player is clearly identified, but it is not clear why the player is an essential part of the story. Choices seem obvious or unlikely to have a significant effect on the story.

Poor (0 points): The player's role is unclear or the storytelling is not interactive.

### **How will you measure success?**

Excellent (2 points): Success and failure have been clearly defined. The metrics that will be measured clearly relate to the claims made about the system. The contribution of the AI will be obvious based on the metrics measured.

Acceptable (1 point): Success and failure have been vaguely defined. The metrics are somewhat related to the claims. The metrics may not make it clear how the AI contributed to the story.

Poor (0 points): Success and failure are vaguely defined. Metrics measured do not related to the claims. The metrics will not make it clear how the AI contributed.