S T E A M FAIR

Science · Technology · Engineering · Arts · Math

Hart County Schools

2023-2024

To highlight excellence in our students, Hart County School District is holding the second annual <u>STEAM Fair</u> for students in grades K–12.

Students will compete to advance to the district-wide competition.

School level entries in Art and Science will be judged during the school day between November 28 and December 1.

All Technology entries will be submitted and judged one time with the winners being announced at the District STEAM Fair hosted by Hart County High School on Monday, December 18.

Students will be grouped in the following categories:

- K – 2
- 3 – 5
- 6 – 8
- 9 – 12

Students may only choose <u>one or two categories</u> to enter:
Art, Science, and Technology.
Students may only submit one entry per category.

The following pages contain the entry opportunities and explanations for each category.

We can't wait to see our students SHINE!

GUIDELINES:

- ➢ **Teams/groups are limited to two (2) or three (3) members**
- ➢ **All entries will be submitted electronically and judged once**
- ➢ **Students choosing a technology STLP category may also be able to complete in the Digital Product Online Judging (DPOJ) through the State STLP competitions**

STLP/STEAM FAIR Technology Categories 2023-2024

Individual Events

3D Design
- Artists create a 3D model/design of an existing object or an original creation using digital tools. Products must be submitted as a screencast.

Book Cover
- Imagine a new book cover for your favorite book. Students can use digital photography, image manipulation tools, or digital art as the basis for this product.

Digital Illustration
- Look for creative students who produce digital art for projects, web sites, materials, etc. All original Digital Art work has no clip art or images from any other source.

Digital StoryTelling
- Use digital tools in any combination of music, sound effects, images, text, narrations and more to present a digital telling of their own original story.

Digital Photo Essay
- Students will tell a complete story using only original photographs they have taken. Photo essays will utilize between 5 and 10 original photos to tell an impactful story...without words.

Digital Photography
- Enter original photos that utilize composition, framing, and feel without over dependence upon software enhancement (filters, effects, etc.)

Infographic
- Infographics are visually stimulating ways to present data/information in a simplified and understandable manner. Create design elements such as charts, graphs, maps, etc.

Manipulated Image
- Take one or more original images and combine them, change them, add/remove items, etc., in order to create a totally new original image.

Music Composition
- Create an original digital music piece using available software. Review rubric for details about how to properly document the type of music being produced. Rock on!

Music Manipulation
- Create an original digital music piece by using loops/samples of other music. Review rubric for details about how to properly document the type of music being produced. Rock on!

Screen Capture Tutorial
- Screen capture tutorials are short multimedia products that utilize screen recording tools to actively teach a skill or process as it occurs on the narrator's device.

3D Design Product (Individual Event)

What is 3D modeling/design?

- The process of creating a three-dimensional representation of an object using digital tools/software.
- Students will create a 3D model of existing everyday items or of original creations
- Students are free to utilize any 3D modeling/design software of their choice, **but all files must be entered as a screen capture that shows all aspects of the design.**
- Students can utilize basic preset shapes and design starters included with the modeling software of their choice, but downloading pre-made 3D models from other designers should be avoided.

STLP Coordinator/Coach should:	Student should:	Scorers should:
• Share the rubric with students that create 3D design element • Decide on a location to post work, noting URL address when the school registers • Assist students with questions, make suggestions on quality of work • Check for any digital citizenship/copyright issues • Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline	• Review rubric; follow all digital citizenship/copyright rules • Create original 3D design • Create process: a description by the student of the steps and tools that he/she used to create the end product. (Written or presented in screencast) • Turn work in on time to be posted for registration; include the process used • Same product cannot be entered in multiple categories, no one student can have two entries in the same category	• Confirm access to product ○ Contact coach if you cannot access • Confirm product is in correct category ○ Contact Erin if you have questions • Score each product in accordance with the rubric below ○ View past winners if you are new to this category • Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The 3D Design is original. There are no issues with copyright; visuals are school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Student utilized a higher level of creativity to produce an original, innovative and/or inspiring product	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Design elements used are helpful and effective at representing the object.	1 2 3 4 5	
	Color, shape, size, and arrangement of design contribute meaning to the overall concept being presented.	1 2 3 4 5	
TECHNICAL ASPECTS	Complete attention to 3-D view (top, back, front, bottom, vertical, etc.) taken into account	1 2 3 4 5	
	Superb workmanship with careful attention to all detail and consistency. Well rendered, strong, clear form demonstrates full range & use of skills	1 2 3 4 5	
INTEREST/APPEAL	Negative space and composition work together to draw the viewer in.	1 2 3 4 5 6 7 8 9 10	
PROCESS	The student completely explains the process and steps in creating the piece; judges can access this process online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Book Cover Product (Individual Event) *NEW*

What is a Book Cover?
- Students are encouraged to design their own version of a book cover from a published book
- This isn't about taking the current book cover and tweaking it, but reimagining the cover entirely
- Students can use digital photography, image manipulation tools, or digital art as the basis for this product
  - REMINDER: The same product cannot be entered in multiple categories

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Share the rubric with students - Decide on a location to post work, noting URL address when the school registers - Assist students with questions, make suggestions on quality of work; ask an art person to help - Check for any copyright issues - Make sure work is school-appropriate	- Review rubric; follow all copyright rules - Create original Book Cover that is school-appropriate, turn work in on time to be posted, and include the process used - Create process: a description written by the student of the steps and tools that he/she used to create the end product - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The book cover is **completely** original. There are no issues with attribution, licensing, or copyright, and work is school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The piece stands out as a unique and original reimagining of a book cover.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Color, images, and design elements support the mood of the book	1 2 3 4 5	
	Text used is appropriate size and color	1 2 3 4 5	
TECHNICAL ASPECTS	Drawing tools are used for various effects, such as blending colors, adding texture, smudging, blurring, sharpening, etc., to achieve the desired look.	1 2 3 4 5	
	Elements and principles of art (line, shape, texture, form, space, color and value) are used to organize the space effectively.	1 2 3 4 5	
INTEREST/APPEAL	The image or design catches and maintains the viewer's interest (visual communication).	1 2 3 4 5 6 7 8 9 10	
PROCESS	The student completely explains the process and steps in creating the piece; judges can access this process online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Digital Illustration Product (Individual Event)

What is Digital Art?
- An original digital work done on the student's choice of art software/app/website
- Product has no clip art or images from any other source.
  - Starting with existing work? Check out the Manipulated Image Rubric

STLP Coordinator/Coach should:	Student should:	Scorers should:

• Look around for the creative students who produce digital art for projects, web sites, materials, etc. and ask them to enter work for this category.
• Share the rubric with students who create digital original art
• Decide on a location to post work, noting URL address when the school registers
• Assist students with questions, make suggestions on quality of work; ask an art person to help
• Check for any copyright issues
• Make sure work is school-appropriate
	• Review rubric; follow all copyright rules
	• Create original digital art that is school-appropriate, turn work in on time to be posted, and include the process used
	• Create process: a description written by the student of the steps and tools that he/she used to create the end product
	• Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.
		• Confirm access to product
		  ◦ Contact coach if you cannot access
		• Confirm product is in correct category
		  ◦ Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		  ◦ View past winners if you are new to this category
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The image is **completely** original. There are no issues with attribution, licensing, or copyright, and work is school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The piece stands out as unique and original.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Color, image support the desired mood.	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Different brushes/drawing tools are used for various effects, such as blending colors, adding texture, smudging, blurring, sharpening, etc., to achieve the desired look.	1 2 3 4 5	
	Elements and principles of art (line, shape, texture, form, space, color and value) are used to organize the space effectively.	1 2 3 4 5	
INTEREST	The image or design catches and maintains the viewer's interest (visual communication).	1 2 3 4 5 6 7 8 9 10	
PROCESS	The student completely explains the process and steps in creating the piece; judges can access this process online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Updated 07.2023

RUBRIC: Digital Storytelling (Individual Event)

- What is Digital Storytelling?
- Students write their own original story then use digital tools to help bring their story to life.
- Students can use any combination of music, sound effects, images, narrations, illustrations, and more (all with proper permissions and citations) to present a digital telling of their original story in a format of their choosing.
- Students should be mindful to keep the focus on their original writing and to selectively incorporate multimedia uses that best support and enhance their story. In this category, writing a great story is the focus and the technology is the "icing on the cake."

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Share the rubric with students that create digital storytelling - Decide on a location to post work, noting URL address when the school registers - Assist students with questions, make suggestions on quality of work (e.g., model use of the rubric, coach students on polishing the piece using the rubric, assist students in eliminating stereotypes, prejudices and biases, and understand the audience and appropriate language). - Check for any digital citizenship/copyright issues - Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline	- Review the rubric - Create an original school-appropriate story using a variety of media resources (be sure to have permission and proper citations) - Create a process documenting steps used to create final product - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTALS POINTS EARNED
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	All sources (including other students, if applicable) are cited completely and all copyrighted material is identified and used with documented permission. Work is school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The story provides a cohesive plot/storyline.	1 2 3 4 5	
	Solution/outcome is creative and/or innovative.	1 2 3 4 5	
DESIGN PRINCIPLES	Technology is used effectively to create and enhance the product.	1 2 3 4 5	
	Images/diagrams are relevant and add to the purpose of the product.	1 2 3 4 5	
TECHNICAL ASPECTS	Ideas are developed through logical, relevant details.	1 2 3 4	
	Language is concise and adds to the product.	1 2 3	
	The piece demonstrates the writer's control of spelling, punctuation, grammar, and usage.	1 2 3	
INTEREST/APPEAL	The purpose for writing is clear and focused.	1 2 3 4	
	Writing is well-organized and easy for the reader to follow.	1 2 3	
	Reader is "hooked" into reading the story from beginning to end	1 2 3	

PROCESS	Student completely explains the process and steps in creating the piece; judges can access this process online; includes any links to documentation of permissions from the copyright holder(s)	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

DIGITAL PHOTOGRAPH ESSAY RUBRIC: (Individual Event)

What is a Digital Photograph Essay?

- Photo essays tell a story as completely as possible, with each photograph and placement of photographs contributing to the narrative as a whole.
- In a photo essay, the order/placement of photos is important to helping tell the story as clearly and with as much impact as possible.
- Students are required to use a small amount of text to provide basic information and enhance, not overtake, the story created by the photos.
  - Use a basic title for the project and short captions on each photograph to provide a relevant quote/basic info such as subject's name, age, or the location where the photo was taken.
- In selecting products to submit, students should be intentional to enter original photographs that do not depend upon digital manipulation (filters and effects). Instead, submit products that stand upon their composition, framing, and feel without the distraction of post- production enhancement.
  - General tweaking--including cropping, dodging/burning, and sharpening--are acceptable.
  - Photos may be in color or black-and-white.

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Connect students with online resources to learn more about the photo essay/photo story. - Assist students with questions, make suggestions on the quality of work, and make sure work is school-appropriate. - Decide on a location to post work, noting URL address when the school registers. - Check for any copyright issues to be correcte	- Review rubric; follow all copyright rules, and make sure work is school-appropriate. - Create 5-10 photos for submission as a photo essay, with a title for the group and captions on individual photos - Create the process document: a description written by the student of the steps and tools used to create the product.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The images are original. There are no issues with copyright; images are school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The individual photos and collection as a whole stand out as unique and original.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Photography demonstrates exceptional visual interest and creativity in composition, balance, camera angle, and subject matter.	1 2 3 4 5	
	Color, graphical elements, images communicate the desired mood and support each other as a group.	1 2 3 4 5	
TECHNICAL ASPECTS	The product contains at least five (5) and no more than ten (10) images.	1 2 3 4 5	
	Product is a true photo essay that tells a story with a beginning, middle, and end.	1 2 3 4 5	
INTEREST/APPEAL	Images and design catch and maintain the viewer's interest (visual communication).	1 2 3 4 5	
	There is variety in the images selected.	1 2 3 4 5	
PROCESS	The student completely explains the process and steps in creating the piece; judges can access this process online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

DIGITAL PHOTOGRAPHY RUBRIC: (Individual Event)

What is a Digital Photograph?

- This category requires students to submit photographs, not snapshots; the key differences are that photographs are taken with forethought and strive to do basic visual storytelling (e.g. the photograph of a school basketball coach during a game can reveal a relationship with her players in a way a snapshot could not).
- Original photographs that do not contain digital manipulation (filters and effects). Instead, products stand upon their composition, framing, and feel without the distraction of post-production enhancement.
  - General tweaking--including cropping, dodging/burning, and sharpening is acceptable

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Share the rubric with students - Decide on a location to post work, noting URL address when the school registers - Assist students with questions, make suggestions on quality of work - Check for any digital citizenship/copyright issues - Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline	- Review rubric; follow all copyright rules. - Create original digital photographs (not snapshots) that are school-appropriate. - Create process document: a description written by the student of the steps and tools used to create the product. - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The image is original. There are no issues with copyright; the image is school- appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The piece stands out as unique and original.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Photography demonstrates exceptional visual interest and creativity in composition, balance, camera angle, and subject matter.	1 2 3 4 5	
	Elements contribute to the mood of the photograph.	1 2 3 4 5	
TECHNICAL ASPECTS	The subject of the photograph is completely in focus and sharp.	1 2 3 4 5	
	Image contains good contrast and a range of light to dark tones to enhance the focal point.	1 2 3 4 5	
INTEREST/APPEAL	The image catches and maintains the viewer's interest (visual communication)	1 2 3 4 5 6 7 8 9 10	
PROCESS	The student completely explains the process and steps in creating the piece; judges can access this process online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

MEDIA ARTS RUBRIC: INFOGRAPHIC (Individual Event)

What is an Infographic?
- Factually based
- Visually stimulating
- Utilizes design elements (symbols, images, text, charts, graphs, maps, etc.) to present data/information
- Engaging method for teaching complex concepts in easy to understand visualizations

Developing an infographic product helps students practice informational, visual, and technical literacies.

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Discuss rubric with students - Connect students with online resources to learn more about infographics. - Decide on a location to post work, noting URL address when the school registers. - Assist students with questions, make suggestions on quality of work, and connect students with resources. - Check for any copyright issues; clarify that all sources are properly cited and school-appropriate. - Help students save infographics in a file format that can be viewed openly on most devices.	- Review rubric; follow all copyright rules. - Research a clear topic, and create original infographic that teaches viewers about topic - Turn work in on time to be posted for registration; include the process used - Create process: a description written by the student of the steps and tools that he/she used to create the end product - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product ○ Contact coach if you cannot access - Confirm product is in correct category ○ Contact Erin if you have questions - Score each product in accordance with the rubric below ○ View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The infographic is original. All facts and data sources are cited. There are no issues with copyright; visuals are school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The concept is presented in an innovative/creative and visually appealing manner, making use of appropriate design elements.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Graphics and design elements used are helpful and effective at representing data/information.	1 2 3 4 5	
	Color, shape, size, and arrangement of graphics contribute meaning to the overall concept being presented.	1 2 3 4 5	
TECHNICAL ASPECTS	The main concept (topic) is supported by **facts/data** that are accurate and relevant to that concept.	1 2 3 4 5	
	Written information is grammatically correct with no spelling or punctuation mistakes.	1 2 3 4 5	
INTEREST/APPEAL	The topic selected is specific and clearly presented in a manner that informs and/or convinces the viewer.	1 2 3 4 5	
	The design elements and data are placed throughout the infographic in a way that drives understanding of the concept.	1 2 3 4 5	
PROCESS	The student completely explains the process and steps in creating the piece; judges can access this process online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

MANIPULATED IMAGE RUBRIC: (Individual Event)

What is a Manipulated Image?
- The student should manipulate a digital image with filters, original artwork, or other effects to create a new original image product.
- Any borrowed material (anything not created by the entrant) must be clearly credited and used appropriately.

STLP Coordinator/Coach should:	Student should:	Scorers should:

• Share the rubric with students
• Assist students with questions, make suggestions on quality of work
• Check for any digital citizenship/copyright issues
• Decide on a location to post work, noting URL address when the school registers
• Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline
	• Create an original manipulated digital image by taking original digital images then combining/manipulating the image using software to create a NEW original image.
	• Create the process document: a description written by the student of the steps and tools that he/she used to create the manipulated image.
	• Submit original image, manipulated image, and process for scoring
	• Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.
		• Confirm access to product
		   ○ Contact coach if you cannot access
		• Confirm product is in correct category
		   ○ Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		   ○ View past winners if you are new to this category
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	All sources are cited completely and all copyrighted material is identified and used with documented permission.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The piece stands out as unique and original.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Color and image support the desired mood.	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Different brushes/drawing tools are used for various effects, such as blending colors, adding texture, smudging, blurring, sharpening, etc., to achieve the desired look.	1 2 3 4 5	
	Elements and principles of art (line, shape, texture, form, space, color and value) are used to organize the space effectively.	1 2 3 4 5	
INTEREST/APPEAL	The image or design catches and maintains the viewer's interest (visual communication).	1 2 3 4 5 6 7 8 9 10	
PROCESS	Student-made document completely explains the process and steps in creating the piece; judges can access this process documentation online.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Updated 07.2023

Digital Music Composition (Individual Event)

What is Digital Music Composition?
- Students use software to manually enter notes into a program (Finale, Sibelius, etc.). and create an entirely original piece of music

STLP Coordinator/Coach should:	Student should:	Scorers should:

• Share the rubric with students that create digital music composition
• Decide on a location to post work, noting URL address when the school registers
• Assist students with questions, make suggestions on quality of work; ask a music person to help
• Check for any digital citizenship/copyright issues
• Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline
	• Follow all copyright rules.
	• Create process: a description written of the steps and tools that were used to create the end product.
	• Turn work in on time to be posted; include the process used.
	• Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.
		• Confirm access to product
		  ○ Contact coach if you cannot access
		• Confirm product is in correct category
		  ○ Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		  ○ View past winners if you are new to this category
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be accessed online without password access or specialized software. Music is 3 minutes or less.	0 5	
DIGITAL CITIZENSHIP	The digital music is entirely original	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Piece is original, unique, and holds interest	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Piece communicates desired mood	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Piece has evidence of intentional form or structure (i.e. AB, ABA, Rondo, verse/chorus, experimental) Melody (tune), if appropriate - Rhythmic integrity Harmony, if appropriate - Timbre Dynamics - Tempo	1 2 3 4 5 6 7 8 9 10	
INTEREST/APPEAL	Effectively achieves the composer's intended effect	1 2 3 4 5 6 7 8 9 10	
PROCESS	Student-made document completely explains the process and steps in creating the piece; judges can access this process documentation online	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Digital Music Manipulation (Individual Event)

What is Digital Music Manipulation?
- Inserting preset loops, altering preset loops, manipulating existing software sounds, adding sound effects through software (e. Garageband, Audacity, etc.)

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Share the rubric with students that create digital music manipulation - Decide on a location to post work, noting URL address when the school registers - Assist students with questions, make suggestions on quality of work; ask a music person to help - Check for any digital citizenship/copyright issues - Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline	- Document each loop/sample - how each was used/altered - where (software or website) you found each - Create process: a description written of the steps and tools that were used to create the end product. - Turn work in on time to be posted; include the process used. - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Remember students are sampling existing work here, they just need to document it. (Using a recognition software such as Shazam will likely give copyright notification due to the use of already-created loops and materials) - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be accessed online without password access or specialized software. Music is 3 minutes or less.	0 5	
DIGITAL CITIZENSHIP	All sources are cited completely and all copyrighted material is identified and used with documented permission from the owner.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Piece is original, unique, and holds interest	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Piece communicates desired mood	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Piece has evidence of intentional form or structure (i.e. AB, ABA, Rondo, verse/chorus, experimental) Melody (tune), if appropriate - Rhythmic integrity Harmony, if appropriate - Timbre Dynamics - Tempo	1 2 3 4 5 6 7 8 9 10	
INTEREST/APPEAL	Effectively achieves the composer's intended effect	1 2 3 4 5 6 7 8 9 10	
PROCESS	Student-made document completely explains the process and steps in creating the piece; judges can access this process documentation online	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Updated 07.2023

SCREEN CAPTURE TUTORIAL RUBRIC: (Individual Event)

What is a Screen Capture Tutorial?

- Screen capture tutorials are short multimedia products that utilize screen recording tools to actively teach a skill or process as it occurs on the narrator's device.
- STLP Screen Capture Tutorials should be no more than 2 minutes in length, be media rich (including video, images, and narration with fully documented copyright info), and easily viewable online.
- The tutorial should capture the student providing a step-by-step walk through of a process/skill that is recorded live from the computer screen using software of the student's choosing. Narration can occur as a voice-over in sync with the video, or utilize well timed on-screen titles to describe steps...or, ideally, be a combination of both.
- Students should break down larger training sessions into shorter tutorials to meet the 2-minute maximum length.
- All content is original and produced by the student.

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Share the rubric with students - Decide on a location to post work, noting URL address when the school registers - Assist students with questions, make suggestions on quality of work - Check for any digital citizenship/copyright issues - Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline	- Review the rubric - Write the process: a description written by the student of the steps and tools used to create the product. - Turn work in on time to be posted, including the process. - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	There are no issues with copyright; Content is all original and school appropriate	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The piece stands out as unique and original.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Content design addresses a skill or process clearly, is presented in a visually appealing and useful manner, and makes use of appropriate media.	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Narration is recorded clearly/captions are properly timed to match video, video is in widely used format for viewing on wide variety of devices, video fits within the time limit	1 2 3 4 5	
	There is a strong purpose, proper treatment of the subject, and awareness of the audience.	1 2 3 4 5	
INTEREST/APPEAL	Visually appealing	1 2 3 4 5	
	Holds attention of viewer	1 2 3 4 5	
PROCESS	Student completely explains the process and steps in creating the piece, tutorial audience is identified, software utilized is listed; judges can easily access online	1 2 3 4 5 6 7 8 9 10	
TOTAL SCORE OUT OF 60:			

STLP/STEAM FAIR Technology Categories 2023-2024

Group Events (maximum of 3 students)

Animation
- Using digital tools, students produced original animated shorts (can be stop motion, motion graphics, etc.)

Documentary
- Entries tell stories about a person, event, or a place from recent or past history. It may include some still images or other media but the majority should be motion footage.

Feature Video
- A Feature Video is a short piece used to inform or entertain the audience about a specific topic (of your choice).

Kentucky Travel
- Create a video that adds to the travel campaign: THERE'S ONLY ONE KENTUCKY. Your local community is the ideal location and the best way to get others involved is to make a video that showcases your area.

MineCraft
- Teams follow the prompt provided and submit a video capture of their Minecraft build (and process document explaining their build). Submit link to video by DPOJ deadline.

News Cast
- If your school has a news program, let us know more about it. Sign up and show off your news show prowess!

PSA
- The Public Service Announcement (PSA) video should market a product or idea and be persuasive. It meets the precise time limit of 15, 30, or 60 seconds (including credits)

ANIMATION RUBRIC: (Group Event)

What is Animation?
- The Animation project uses stop motion, a slides program like Keynote or PowerPoint, or any animation platform to create a product to entertain the audience.

STLP Coordinator/Coach should:	Student should:	Scorers should:
- Share the rubric with students - Determine which students should apply for this category. - Assist students with questions; make suggestions on the quality of work. - Check for any copyright issues (guide corrections as necessary). - Make sure work is school-appropriate. - Submit an readily accessible link to the student product.	- Review the rubric. - Collaborate with a team of students to produce the school-appropriate animation project. - Submit a written process document that describes how you completed the animation and the tools used. - Turn work in on time to be posted by deadline. - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FROM CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	The project is completely original, including all characters and storylines. There are no issues with attribution, licensing, or copyright, and work is school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	The concept is presented in an innovative/creative and visually appealing manner, making use of appropriate design elements.	1 2 3 4 5	
	The piece stands out as unique and original. Original, interesting storyline that ties video together.	1 2 3 4 5	
DESIGN PRINCIPLES	Use of backgrounds, characters, or props in logical and creative ways that move the story forward.	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Any sound/music used is with documented express permission - or - if original composition, sound/music credited to the team.	1 2 3 4 5	
	Detailed animation with smooth and precise movements that appear to flow naturally.	1 2 3 4 5	
INTEREST/APPEAL	Preplanning is evident:	1 2 3 4 5	
	Clear purpose and audience as well as well-organized shots.	1 2 3 4 5	
PROCESS	Describe the process by which all components of the project were created and the technology tools utilized to produce the animation.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

Updated 07.2023

DOCUMENTARY RUBRIC: (Group Event)

What is a Documentary?
- A documentary is a recorded program that provides a factual record or report.
- Recording the history of your school or community? Has a famous person been a student in your building? Perhaps a community person has made an impact on the school--all of these make possible subjects for a documentary.
- The documentary video can tell about a person or place in present or past history.
- The documentary may include some still shots, images, and other media, but the majority of the video is motion footage.

STLP Coordinator/Coach should:	Students should:	Scorers should:

• Share the rubric with students who produce video
• Determine which students should apply for this category
• Assist students with questions, make suggestions on quality of work
• Check for any copyright issues (guide corrections as necessary).
• Make sure work is school-appropriate.
	• Review the rubric.
	• Collaborate with a team of students to produce the school-appropriate documentary.
	• Turn work in on time to be posted.
	• Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.
		• Confirm access to product
		  ○ Contact coach if you cannot access
		• Confirm product is in correct category
		  ○ Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		  ○ View past winners if you are new to this category
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FOR CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	All content/media and contributors are appropriately cited in credits. (Reference attribution/permission for any non-original content.)	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Product is interesting and at least one aspect is original or unique	1 2 3 4 5	
	Video shows planned shots: includes steady shots (use of tripod); a variety of shots (close-ups, wides, pans, tilts, zooms, trucks, dollies).	1 2 3 4 5	
DESIGN PRINCIPLES	Images, interviews, voiceover, text, sound/music enhance the documentary product.	1 2 3 4 5	
	Used appropriate lighting and extra lights, as needed	1 2 3 4 5	
TECHNICAL ASPECTS	Editing is evident in the final product with effects, transitions, and music added.	1 2 3 4	
	The majority of the footage is running video shot by the team of students; historic images or footage are used minimally and properly credited.	1 2 3	
	Voice quality is good; can be heard/understood very clearly; internal and external microphones were used as needed.	1 2 3	
INTEREST/APPEAL	Documentary holds the interest of the viewer.	1 2 3 4 5	
	Product is clear and appealing	1 2 3 4 5	
PROCESS	The student completely explains the process and steps in creating the piece.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

FEATURE VIDEO RUBRIC: (Group Event)

What is a Feature Video?
- A feature video is a short piece to inform or entertain the audience.
- Ideas for this category could be features you've shown on your school news show, behavior expectation videos, coverage of a school event, etc.

STLP Coordinator/Coach should:	Students should:	Scorers should:
- Share the rubric with students who produce video - Determine which students should apply for this category - Assist students with questions, make suggestions on quality of work - Check for any copyright issues (guide corrections as necessary). - Make sure work is school-appropriate.	- Review the rubric. - Collaborate with a team of students to produce the school-appropriate feature video. - Turn work in on time to be posted. - Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FOR CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	All content/media and contributors are appropriately cited in credits. (Reference attribution/permission for any non-original content.)	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Subject is presented in a creative and visually appealing manner.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Images, interviews, voiceover, text, sound/music enhance the documentary product.	1 2 3 4 5	
	Used appropriate lighting and extra lights, as needed	1 2 3 4 5	
TECHNICAL ASPECTS	Editing is evident in the final product with effects, transitions, and music added.	1 2 3 4	
	The majority of the footage is running video shot by the team of students; historic images or footage are used minimally and properly credited.	1 2 3	
	Voice quality is good; can be heard/understood very clearly; internal and external microphones were used as needed.	1 2 3	
INTEREST/APPEAL	Feature Video holds the interest of the viewer.	1 2 3 4 5	
	Product is clear and appealing	1 2 3 4 5	
PROCESS	The student completely explains the process and steps in creating the piece.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

KENTUCKY TRAVEL RUBRIC: (Group Event)

What is the Kentucky Travel product?

Student groups should create a video that adds to the travel campaign of THERE'S ONLY ONE KENTUCKY. Your local community is the ideal location to become involved and the best way to get others involved is to make a video that showcases your area.

STLP Coordinator/Coach should:	Students should:	Scorers should:

• Share the rubric with students
• Decide on a location to post work, noting URL address when the school registers
• Assist students with questions, make suggestions on quality of work
• Check for any digital citizenship/copyright issues
• Generate (and verify accessibility of) links to product/process and submit via the online registration prior to deadline
	• Review the rubric
	• Write the process: a description written by the student of the steps and tools used to create the product.
	• Turn work in on time to be posted, including the process.
	• Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.
		• Confirm access to product
		  ○ Contact coach if you cannot access
		• Confirm product is in correct category
		  ○ Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		  ○ View past winners if you are new to this category
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FOR CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software.	0 5	
DIGITAL CITIZENSHIP	Any text, audio/music, video or images are school appropriate and cited throughout or at the end of the presentation. Name of the STLP video artist(s) - up to 3 STLP members per project - were present in the video (beginning or end). STLP logo at the END of the video with the credits.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Preplanning was evident, the piece is unique and creative.	1 2 3 4 5	
	Video shows planned shots: includes steady shots (use of tripod); a variety of shots (close-ups, wides, pans, tilts, zooms, trucks, dollies).	1 2 3 4 5	
DESIGN PRINCIPLES	Images, interviews, voiceover, text, sound/music enhance the documentary product.	1 2 3 4 5	
	Used appropriate lighting and extra lights, as needed	1 2 3 4 5	
TECHNICAL ASPECTS	Editing is evident in the final product with effects, transitions, and music so that the video flows well throughout.	1 2 3 4 5	
	The video reflects research into the community; shows a good progression and keeps focus throughout the video. Very easy to follow and learn from videos.	1 2 3 4 5	

INTEREST/APPEAL	Clear images, videos, text / eye-catching visuals	1 2 3 4 5	
	Appealing and fits the mood of the video throughout	1 2 3 4 5	
PROCESS	Team made document completely explains the process and steps in creating the pieces and analyzing their effectiveness; judges can access this process documentation online	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

MINECRAFT 2024 LitCraft: Imagination to Creation (Group Event)

STLP Coordinator/Coach should:	Students should:	Scorers should:
- Share the rubric with students who produce video - Determine which students should apply for this category - Assist students with questions, make suggestions on quality of work - Check for any copyright issues (guide corrections as necessary). - Make sure work is school-appropriate.	- Review the rubric. - Create a Minecraft build and a 3-minute screencast video to showcase it. - Write the process: a short written description of the steps and tools that team used to research their theme and create the product. - Turn all work in on time to be posted.	- Confirm access to product - Contact coach if you cannot access - Confirm product is in correct category - Contact Erin if you have questions - Score each product in accordance with the rubric below - View past winners if you are new to this category - Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FOR CATEGORY
ACCESS & CATEGORY	Video is in the correct category and can readily be accessed online by judges via the team provided YouTube address.	0 5	
DIGITAL CITIZENSHIP	Intellectual property is respected. Attribution/permission/citation rules are followed. Any text, audio, themes or images are school-appropriate.	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Build is interesting and unique.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Minecraft build tour/overview is presented in a visually appealing and useful manner, makes use of appropriate media	1 2 3 4 5 6 7 8 9 10	
TECHNICAL ASPECTS	Cite multiple portions of the book that helped inform Minecraft build decisions. (These can be listed in the credits of the video or process document)	1 2 3 4 5	
	Narration is recorded clearly, captions are properly timed to match video, video is in wide-screen format for viewing on a wide variety of devices, and the video fits within the time limit of 3 minutes.	1 2 3 4 5	
INTEREST/APPEAL	Build tour/overview holds the viewer's attention.	1 2 3 4 5 6 7 8 9 10	
PROCESS	Student(s) completely explain important features and reasoning for main features, the software utilized is listed, and research utilized is cited, in written format. Judges can easily access online.	1 2 3 4 5 6 7 8 9 10	
TOTAL SCORE OUT OF 60:			

RUBRIC 2024 Minecraft - LitCraft: Imagination to Creation

From Digital Online Judging (DPOJ) to State Championship

Team Event, 1 Design Allowed Per School to Apply

2024 COMPETITION OVERVIEW: LitCraft: Imagination to Creation

For this competition, students create a Minecraft build and showcase it through a screencast 3-minute video to be published on YouTube. All builds will focus on the theme: LitCraft: Imagination to Creation

THEME/TASK:

Beginning in Kindergarten, one of the Reading Literature standards is that students are able to identify the setting of a story. This year's Minecraft Challenge is to construct the world from a book using Minecraft as your medium.

Regardless of the book that you choose, be sure to tell a vivid story using the tools available to you in Minecraft and voice-over/screencasting skills.

TEAM & BUILD SIZE:

A team can be one or more students. This project can be configured to any scale that the participants deem manageable. Please refer to the scoring rubric at the bottom of this document for specific scoring categories. As a team challenge, the category does not ask for individual student names. Instead, be prepared to enter a team name on the registration form.

VIDEO ENTRY:

The video should capture the student(s) providing a step-by-step walkthrough of important features of the Minecraft build that is recorded live from the device screen using the software of the student's choosing. Narration can occur as a voice-over in sync with the video or utilize well-timed on-screen titles to describe features or, ideally, a combination of both. Additionally, teams will submit a process document detailing their research, design, and build process.

GAME SPECIFICATIONS

All content in the build should be original work created by the student(s). Students may use Minecraft Education Edition, PC/Mac version of Minecraft, console version, or the iOS/iPadOS version, as long as a screen recording can be captured and shared via YouTube.

Use only the default texture pack. Mods are not allowed.

REGISTRATION PROCESS

All Minecraft build screen capture videos are due no later than the DPOJ competition deadline. Form and deadline info info can be found at: https://stlp.education.ky.gov/dpoj

FINAL PRODUCT SUBMISSION

Students will create an edited screen capture/video showcasing their Minecraft build on the theme described above. This should free the students to focus on the research, design, build, and video presentation and be easier for the coordinator to submit the finished product.

Video Submission Requirements:

- Use a screen capture software of your choosing to record your Minecraft video
- Screen capture/video must be uploaded to YouTube
- Video may be no longer than 3 minutes in length
- If choosing to use additional media, it must be original student creations, media standard to Minecraft, or Creative Commons licensed

COMPETITION RESOURCES (optional)

- Minecraft Education Edition: https://education.minecraft.net/
- Minecraft: https://www.minecraft.net/en-us/
- JCPS MEE Info Site (great resources that any district can use): jcps.me/mee
- Review 2022 STLP Minecraft Champion entries: CLICK HERE
- Recording screen of iPad: https://support.apple.com/en-us/HT207935

RUBRIC: Newscast (Group Event)

What is the STLP Newscast Competition?
- One way that schools keep the school in the know is from a daily, weekly or monthly newscast service.
- If your school has a news program, let us know more about it.
- Show us a sample of a show and describe the process you utilize to get the news show done on time.

STLP Coordinator/Coach should:	Student should:	Scorers should:

• Share the rubric with students
• Determine which student team should apply for this category
• Gather the information needed to post the process of how the team produces a news show • Check for any copyright issues
	• Review the rubric
	• Document the process used in making the news show
	• Can be written or in a 60 second video.
	• Identify a clip or create a 1-2 minute highlight reel of your school's newscast
		• Confirm access to product
		   ◦ Contact coach if you cannot access
		• Confirm product is in correct category
		   ◦ Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FOR CATEGORY
ACCESS & CATEGORY	The product is entered into the correct category and can be viewed online without password access or special software	0 5	
DIGITAL CITIZENSHIP	The product is original. There are no issues with copyright; content is school appropriate	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Evidence of creativity is present in the newscast process and highlights.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	News contains well-selected backgrounds, images, props, costume aid to support presentation.	1 2 3 4 5	
	On screen details (logo, lower third, etc) are balanced and well designed.	1 2 3 4 5	
TECHNICAL ASPECTS	Audio levels are maintained throughout the videos with no lows/highs that create audio issues.	1 2 3 4 5	
	Editing is evident in the final product (may include effects, transitions, music)	1 2 3 4 5	
INTEREST	Content of the newscast keeps the viewer engaged.	1 2 3 4 5 6 7 8 9 10	
PROCESS	Detailed process for gathering ideas and producing the news are included-the process explains team roles, organization and collaboration	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		

PSA RUBRIC: (Group Event)

What is a PSA?
- A PSA is a Public Service Announcement-a video to market a product or idea and be persuasive.
- It should meet the precise time limit of 15, 30, or 60 seconds (including any opening and/or closing credits).
  - Time limits are important as PSA videos may sometimes be used publicly and need to meet exact professional broadcast standards.

STLP Coordinator/Coach should:	Students should:	Scorers should:

• Share the rubric with students who produce video
• Determine which students should apply for this category
• Assist students with questions, make suggestions on quality of work
• Check for any copyright issues (guide corrections as necessary).
• Make sure work is school-appropriate.
	• Review the rubric.
	• Collaborate with a team of students to produce the school-appropriate feature video.
	• Turn work in on time to be posted.
	• Enter the piece in only one category. The same product cannot be entered in multiple categories; no one student can have two entries in the same category.
		• Confirm access to product
		  o Contact coach if you cannot access
		• Confirm product is in correct category
		  o Contact Erin if you have questions
		• Score each product in accordance with the rubric below
		  o View past winners if you are new to this category
		• Submit scores via Google Classroom before scoring deadline

CATEGORY	CRITERIA	POINTS EARNED	TOTAL FOR CATEGORY
ACCESS & CATEGORY	The digital product is entered in the correct category and can be viewed online without password access or specialized software. *Video stays within precise time limits (including and opening and/or closing credits in the overall time).*	0 5	
DIGITAL CITIZENSHIP	All content/media and contributors are appropriately cited in credits. (Reference attribution/permission for any non-original content.)	0 5	
	JUDGING continues ONLY IF product has a score of 10		
INNOVATIVE DESIGN	Subject is presented in a creative and visually appealing manner.	1 2 3 4 5 6 7 8 9 10	
DESIGN PRINCIPLES	Images, interviews, voiceover, text, sound/music enhance the documentary product.	1 2 3 4 5	
	Used appropriate lighting and extra lights, as needed	1 2 3 4 5	
TECHNICAL ASPECTS	Editing is evident in the final product with effects, transitions, and music added.	1 2 3 4	
	The majority of the footage is running video shot by the team of students; historic images or footage are used minimally and properly credited.	1 2 3	
	Voice quality is good; can be heard/understood very clearly; internal and external microphones were used as needed.	1 2 3	
INTEREST/APPEAL	Feature Video holds the interest of the viewer.	1 2 3 4 5	
	Product is clear and appealing	1 2 3 4 5	
PROCESS	The student completely explains the process and steps in creating the piece.	1 2 3 4 5 6 7 8 9 10	
	TOTAL SCORE OUT OF 60:		