



Mobile App Development Project Rubric

Name: _____ Date: _____ Period # _____ cp or h

	Score	4	3	2	1	0
Appeal: Looks & Sounds		Excellent graphics and sound. Very appealing.	Good graphics and sounds.	Average sound and graphics. Limited appeal, but a little distracting.	Low quality graphics and sounds. Distracted from app's purpose	Boring and unappealing.
Engagement/ Motivation		This app kept me highly motivated and engaged throughout my time with it.	This kept me motivated and engaged most of the time.	Somewhat engaging, but lost motivation after a short time.	Barely motivated	Boring
Performance/ Ease of Use		Performs and loads quickly. No issues and very reliable.	Performs and loads quickly. Some minor technical issues.	Loads and performs slowly. Sometimes Crashes	Cashes fairly often and takes multiple times to open.	Won't open. Won't run. Filled with bugs.
Code Plan and Execution		Used components and blocks structures appropriate to the problem. High scores for being "on the right track" with the design plan. Low scores for irrelevant components and blocks, excessive repetition of blocks, or unreasonably disorganized blocks. (4,3,2,1)				
Content Quality		Quality: Spelling, grammar, content accuracy, etc..(4,3,2,1)				
Total: 20 max		Notes:				