



Virtual City Rubric

0
No Points
Requirements missing.

1
Poor
Poor–Fair quality. Fulfills less than 50% of requirements.

2
Good
Average-Above average quality. Fulfills at least 85% of requirements.

3
Excellent
Excellent quality. Fulfills 100% of requirements with additional distinctive features.

Appendix:
Deliverables
Virtual City

I. Specs (12 points)	0	1	2	3
1. Presentation quality and content <ul style="list-style-type: none"> Spelling, grammar, neatness Followed template <ul style="list-style-type: none"> Slide count didn't exceed 23 Did not use sandbox mode Complete goals, benchmarks, and required screenshots Same city throughout 	Didn't follow template. Sloppy, with errors. Used Sandbox mode.	Some errors. Followed the template. Missing much of required information or not using the same city throughout.	Few errors. Followed the template. Missing some of the required information. Same city throughout.	No errors. Adheres to template and all requirements for assessments and goals. Same city throughout.
2. Goals <ul style="list-style-type: none"> Set two goals Goals are challenging and measurable Same goals used throughout slideshow 	No goals.	Fewer than two goals, or goals change from one phase to the next. Or, goals not measurable or challenging.	Two goals that are measurable and somewhat challenging. Same goals throughout.	Two goals that are challenging and measurable. Same goals throughout.
3. Two reporting stages <ul style="list-style-type: none"> Virtual city assessment (benchmarks) and reporting at two points Each stage exhibits enough development to show progress 	No reporting phases.	Fewer than two reporting phases.	Two reporting phases. But little progress between phases.	Two reporting phases showing clear progress between each.
4. Screen shots <ul style="list-style-type: none"> Screen shots show zoning, budget details, population details, and goal progress Bird's-eye shots are from a consistent point/orientation in both phases All of the screenshots documenting a phase are taken at same point in time 	No or few screen shots.	Some of required screen shots, but not consistent orientation or time point.	Most of the required screen shots. Consistent orientation and time.	All required screen shots. Consistent orientation and time. Includes shots and detail to illustrate important goal progress points.
II. Test It, Improve It (18 points)	0	1	2	3
5. Benchmark assessment and analysis of progress <ul style="list-style-type: none"> Accurate and fair assessment of features in city Includes information to support goal progress 	No or inaccurate assessments.	One assessment that is relatively accurate, but incomplete.	Benchmark assessment at each phase. Relatively accurate and complete assessment of city features.	Benchmark assessment at each phase. Extremely accurate and complete assessment of city development.
6. Analyzing strategies <ul style="list-style-type: none"> For both reporting phases, report on strategies tested during the simulation What worked and what didn't work 	No report on strategies.	One report on strategy analysis. Incomplete analysis.	Reports on strategy analysis for each phase. Analysis somewhat complete.	Reports on strategy analysis for each phase. Thorough analysis toward meeting goals.



DOWNLOAD THIS RUBRIC at futurecity.org/resources (filter for Rules and Rubrics).

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II. Test It, Improve It (18 points) (Continued)	0	1	2	3
7. Progress toward achieving stated goals <ul style="list-style-type: none"> For each reporting phase, city should show steady progress toward achieving stated goals Note: Actually achieving goals is not required 	No progress toward achieving goals.	One or two reports on goal progress. Not much advancement toward goals evident.	Reports on goal progress for each phase. Advancement evident, but could be more clear and consistent.	Reports on goal progress for each phase. Clear and consistent advancement toward meeting goals.
8. Refine design <ul style="list-style-type: none"> Using results of assessment, determine updates to plans and measurements as needed to make further progress toward goals in the next phase(s) of the simulation 	Updates to plans not addressed.	Plan updates are unrelated to goals.	Plan updates for next phase are reasonable, appropriate and address most goals.	Detailed plan updates and measurements for next phase are reasonable, appropriate and address all goals.
9. Implement design changes and continue testing <ul style="list-style-type: none"> Adjust or change the virtual city as planned to further goal progress Test changes with the simulation and assess results 	No changes and no further goal progress.	A few changes added to further goal progress. Not much testing of changes.	Some of planned changes were added to the simulation and tested.	All planned changes were added to the simulated city. Thoroughly tested and assessed for effectiveness.
10. Budget manipulation <ul style="list-style-type: none"> Includes use of cheat codes, gifts or other budget manipulation techniques Allowable if: <ul style="list-style-type: none"> Recognized in benchmarks and analysis Strategies developed and implemented to eliminate dependence on budget help 	Cheats or other manipulation used, no admission.	Budget manipulation used throughout simulation. No effort to stop.	Budget manipulation used. Good effort and progress to eliminate dependence on assistance.	No budget manipulation or excellent and successful efforts to eliminate dependence on assistance.
III. Conclusion (3 points)	0	1	2	3
11. Conclusions & lessons learned <ul style="list-style-type: none"> What team learned from the simulation about city design and operation What lessons will the team apply to their essay, model, and/or presentation? 	No lessons learned about city design/operation. No lessons to apply to other deliverables.	Somewhat clear summary of city design/operation lessons. Brief description of how team plans to use simulation lessons in the rest of the project.	Clear summary of city design/operation lessons. Clear description of how team plans to use simulation lessons in the rest of the project.	Clear and thorough summary of city design/operation lessons. Clear and thorough description of how team plans to use simulation lessons.

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IV. Judge Assessment of Design & Process (15 points)	0	1	2	3
<p>12. Goals, city operation and design</p> <ul style="list-style-type: none"> Goals are significant to a well-designed, well-operated city Overall well-designed, vital city showing significant growth, development and progress toward goals Good city management as reflected in strong budget 	Poor goal choice. Poor city development.	Good goals, but city is underdeveloped. Poor budget management.	Good goals. City somewhat well-developed, but could have made better progress toward goals. Good balanced budget management.	Excellent goals and city development. Significant progress toward achieving goals. Strong positive cash flow budget.
<p>13. Quality of analysis</p> <ul style="list-style-type: none"> Analyzing and understanding results of simulation Fair and honest assessment of what works and what doesn't 	No analysis or complete misunderstanding of simulation results.	Little analysis or understanding of simulation results.	Clear analysis and insight of simulation results.	Clear and thorough analysis and insight into city operation and design as result of simulation.
<p>14. Got It: strategic thinking</p> <ul style="list-style-type: none"> Developing reasonable and appropriate strategies for design changes/refinements from the information in benchmark analysis 	No reasonable or appropriate strategies.	Strategies somewhat reasonable or appropriate, but not effective in advancing toward goals.	Strategies reasonable and appropriate and somewhat effective in advancing toward goals, but could be better.	Strategies reasonable and appropriate and highly effective in advancing toward goals.
<p>15. Got It: design-test-refine process</p> <ul style="list-style-type: none"> Using the simulation, applying the strategies, analyzing results Lessons to apply to other Future City deliverables (essay, model, presentation) 	No evidence of understanding the process or lessons to apply.	Some evidence of understanding the process. Lessons listed but could be improved.	Clear understanding of the process. Team learning and adapting to simulation and testing. Clear lessons to apply.	Clear and thorough understanding of the process. Team learning and adapting to simulation and testing. Clear and thorough lessons to apply.
<p>16. Got It: city design and operation</p> <ul style="list-style-type: none"> Conclusions & lessons learned about city design/operation are significant and appropriate based on information given Team learned lessons beyond the two original stated goals Conclusions are thorough and illustrate understanding of simulation process 	No significant or appropriate conclusions. No lessons learned beyond stated goals.	One or two somewhat significant conclusions. No lessons learned beyond stated goals.	Conclusions are significant, but missed some important areas. One lesson learned beyond stated goals.	Clear and thorough list of significant, appropriate conclusions. Two or more lessons learned beyond stated goals.