Resources

Discussion Boards
Allow students to exchange feedback outside of classroom hours

Most LMSs have this capability

Google Chat

Slack

Social Media and Productivity Apps

FB Group

Google Chat

Slack Channels

Miro

Trello, Monday, Asana, etc.

National Institute for Learning Outcomes Assessment, https://www.learningoutcomesassessment.org/

Association of American Colleges and Universities
https://www.aacu.org/

Bloom's Taxonomy (This is one of many sites with resource info on Bloom's)
https://www.bloomstaxonomy.net/

Miro, online whiteboard, Miro.com

Slack, organizational discussion board, Slack.com

Trello, Teamwork organizational app, Trello.com

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Design Essentials: *Project and Self-Evaluation Rubric*

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	Excellent	Proficient	Developing	Needs Improvement
Design and Execution of Project Goals (30%) *Demonstrate an understanding of the foundational elements and principles of design*	Produces outstanding design solutions to the problems presented in the project, and stays within project parameters fulfilling all project goals.	Shows proficiency in producing design solutions to the problems presented in the project and/or is close to the project parameters and fulfilling all project goals	Is developing skills in producing design solutions to the problems presented in the project and/or has moved away from the project parameters or has not fulfilled all project goals	Needs improvement in producing an effective design solution to the problems presented in the project and/or has not fulfilled project goals
Creativity (25%) *Explore ideas through innovation and experimentation with a variety of media*	Shows a high degree of risk taking. Identifies a variety of solutions to the problems presented in the project. Pushes the boundaries of the project while staying within project parameters.	Shows some risk taking. Moderate use of experimentation and variety in finding solutions to the problems presented in the project. Begins to push the boundaries of the project.	Shows some experimentation and variety in finding solutions to the problems presented in the project. Does not push ideas beyond those stated in the project parameters.	Shows little experimentation and variety in finding solutions to the problems presented in the project. Does not push ideas beyond those stated in the project parameters.
Craftsmanship (25%) *Produce well crafted, professionally presented design projects*	Presents projects in a neat, clean, professional manner. Shows a great amount of skill and effort in working with the given medium.	Presents projects in a somewhat professional manner. Makes an effort to work skillfully with the given medium.	Needs improvement in working skillfully with the given medium. Design is compromised due to messy presentation.	Does not show effort in working with the given medium. Design is compromised or unintelligible due to messy presentation.
Research (10%) *Apply research of multiple solution options to the design process*	Presents research of multiple solution options to broaden potential outcomes. Gathers research from a variety of sources to feed ideas. Resources are kept in a organized and usable manner in sketchbook.	Shows some effort to research multiple solution options. Gathers research to feed ideas. Resources are kept in a organized and usable manner in sketchbook.	Shows little effort to research multiple solution options. Some resources are visible in sketchbook.	Shows no effort to research multiple solution options. Sketchbook lacks evidence of research/resources.
Productivity (10%) *Develop time management through effective studio practice including research and homework*	Comes prepared for class. Uses class time effectively. Engages in conversations with instructor and peers to advance critical thinking and problem solving within the project.	Comes prepared for class. Makes an effort to use class time effectively. Participates in conversations with instructor and peers to advance critical thinking and problem solving within the project.	Is not always prepared for class. Needs improvement on using class time effectively. Does not often seek feedback from instructor and peers.	s often unprepared for class. Does not use class time effectively. Does not often seek feedback from instructor and peers.
Growth (0%) *Range of growth in learning as it pertains to above categories (not part of calculated grade)*	Showed a great deal of growth as a designer. Learned new skills and advanced conceptual thinking.	Showed some growth as a designer. Built upon skills and conceptual thinking.	Showed little growth as a designer. Maintained skills or did not push conceptual thinking.	Did not show development or growth in design skills or learning.

Self and Peer Evaluation,
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Name:

1) Briefly answer the following: (answers are confidential)

    A- Something that you learned from the group

    B- Something the other group members learned from you

    C- Your greatest contribution to the process

    D- One thing that you would change to improve performance

2) On the following pages, accurately evaluate yourself, and each of your team members. Think about each of the 7 criteria, and honestly rate both your own teamwork, and that of your team members. The ratings, and any comments that you may provide, are confidential. However, each team member will receive an anonymous list of strengths and tips that were provided by the team.

Self Evaluation

Name:

	5 Always	4	3 Sometimes	2	1 Rarely
Stays on Task					
Does a fair share of the work					
Is responsive to communications					
Actively participates					
Shares ideas with the group					
Maintains a positive attitude					
Makes an effort to include all group members in activities					

List one strength/positive element that you have brought to the group:

List one thing that you could improve to make yourself a better team member:

Peer Evaluation

Team Member Name:

	5 Always	4	3 Sometimes	2	1 Rarely
Stays on Task					
Does a fair share of the work					
Is responsive to communications					
Actively participates					
Shares ideas with the group					
Maintains a positive attitude					
Makes an effort to include all group members in activities					

List one strength/positive element that this team member has brought to the group:

List one constructive "tip" that could help this team member to improve or grow: