



DISTCO -Digital Storytelling Evaluation Rubric for Official Judging

Evaluator's Name:		Digital Story ID:			
CATEGORY	4-Excellent	3-Good	2-Fair	1-Poor	Score
DRAMATIC QUESTION/OPENING STATEMENT	There is an opening statement/question immensely grabbing the attention of the audience in the beginning of the story (Ideally, first 0-15 sec.)	There is an opening statement/question grabbing the attention of the audience in the beginning of the story (Ideally, first 0-15 seconds).	There is an opening statement/question somewhat grabbing the attention of the audience in the beginning of the story (Ideally, first 0-15 seconds).	There is no opening statement/question/attention grabber in the beginning of the story.	
PURPOSE	Establishes a purpose early on and maintains a clear focus throughout.	Establishes a purpose early on and maintains focus for most of the presentation.	There are a few lapses in focus , but the purpose is fairly clear.	It is difficult to figure out the purpose of the presentation.	
SCRIPT/STORY	The script/story is original and making a contribution to the overall product.	The script/story is somewhat original and making a contribution to the point of the story.	The script/story is somewhat original and making a little contribution to the point of the story.	The script/story is not original , thus not making a contribution to the product.	
CREATIVITY	Overall the work is highly creative.	The work is creative.	The work is somewhat creative.	The work is not creative.	
ECONOMY	The story is told with exactly the right amount of detail throughout. It does not seem too short nor does it seem too long.	The story composition is typically good , though it seems to drag somewhat or need slightly more detail in one or two sections.	The story seems to need more editing . It is noticeably too long or too short in more than one section.	The story needs extensive editing . It is too long or too short to be interesting.	
DURATION OF PRESENTATION	Length of presentation is between 5-3 minutes and it feels the right amount of time for the story told.	Length of presentation is between 5-3 minutes but it feels that the story should be longer or shorter in length.	Length of presentation is between 3-2 minutes.	Presentation is less than 2 minutes or more than 6 minutes.	
IMAGE RELEVANCY	Images create a distinct atmosphere or tone that matches different parts of the story . The images communicate symbolism and/or metaphors.	Images create an atmosphere or tone that matches some parts of the story . The images may communicate symbolism and/or metaphors.	An attempt is made to use images to create an atmosphere/tone but it needs more work . Image choice is somewhat logical .	Little or no attempt to use images to create an appropriate atmosphere/tone. Image choice is not logical .	
IMAGE /VIDEO QUALITY	Overall, the picture and video resolution is exceptionally good and within the limit of contest requirements.	Overall, the picture and video resolution is good and within the limit of contest requirements.	Overall, the picture and video resolution is low but within the limit of contest requirements.	Overall, the picture and video resolution is low and not within the limit of contest requirements.	



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VOICE - CONSISTENCY	Voice quality is clear and consistently audible throughout the presentation.	Voice quality is clear and consistently audible throughout the majority (70-95%) of the presentation.	Voice quality needs more attention.	No Voice is included at all.	
VOICE - PACING	The pace (rhythm and voice punctuation) fits the story line and helps the audience really "get into" the story.	Occasionally speaks too fast or too slowly for the story line. The pacing (rhythm and voice punctuation) is relatively engaging for the audience.	Tries to use pacing (rhythm and voice punctuation), but it is often noticeable that the pacing does not fit the story line. Audience is not consistently engaged.	No Voice is included at all.	
SOUNDTRACK - ORIGINALITY	All of the music is original (<i>the music is created in a digital storytelling software such as PhotoStory 3 with built-in tools</i>) or an artist's music is used and credited at the end of the story.	Some of the music is original and some of the music belongs to an artist (non-original). The artist's music is credited at the end of the story.	None of the music is original. Only an artist's music (non-original) is used. The artist's music is not credited at the end of the story.	No music (original/non-original) is used at all.	
SOUNDTRACK - EMOTION	Music stirs a rich emotional response that matches the story line well.	Music stirs a rich emotional response that somewhat matches the story line.	Music is ok, and not distracting , but it does not add much to the story.	Music is distracting, inappropriate, or is not used.	
LANGUAGE	Appropriate language is used throughout the story.	Appropriate language is used in majority of the story.	Inappropriate language is frequently used in the story.	No Script/Story/Voice Recording	
GRAMMAR	Grammar and usage are correct and contributed to clarity, style and character development.	Grammar and usage are typically correct and errors do not detract from the story.	Grammar and usage were somewhat correct but errors detract from story.	No Script/Story or Voice Recording	
COPYRIGHT ISSUES	All work used (story, images, and music) seems original and an effort has been made to address copyright issues (eg. Listing sources of the story and multimedia within the story).	Most of the work used (story, images, and music) seems original and some effort has been made to address copyright issues (eg. Listing sources of the story and multimedia within the story).	Some of the work used (story, images, and music) seems original and little effort has been made to address copyright issues (eg. Listing sources of the story and multimedia within the story).	None of the work used (story, images, and music) seems original and no effort has been made to address copyright issues (eg. Listing sources of the story and multimedia within the story).	
COMMENTS				TOTAL SCORE	