

Assessment Rubric for: _____ (Course Name) _____

Student Number: _____

Assessment Rubric for Graphic Design: Software _____						
Program Objective #2:	Current technology skills used in the creation of professional design work.					
Associated Learning Outcomes:	Demonstrate appropriate knowledge and application of industry standard software.					
	Demonstrate appropriate knowledge and use of industry standard hardware such as scanners, printers, computers and portable storage devices.					
Program Objective #6:	Computer fluency skills.					
Associated Learning Outcomes:	Demonstrate computer skills including file creation and management as well as use of various input, storage and output devices.					
	Demonstrate appropriate knowledge and use of industry standard design software.					
Rating Standards						
Criteria	4	3	2	1	0	Rating
Skill in use and knowledge of (software name).	Student's mastery of software tools and techniques is efficient and professional	Student has provided evidence of above-average competency with tools, techniques, and efficient work systems	Student's work is competent, with little to no evidence of true mastery; student is unable to explain in his or her own words how or why certain techniques work or to recreate the steps independent of the instructions.	Student has attempted to use tools and processes, but is unable to complete the steps and cannot pinpoint trouble spots.	Student has not completed any of the exercises to demonstrate competence.	
Skill in use and knowledge of various input, storage and output devices (hardware).	Student's mastery of various input, storage and output devices is efficient and professional	Student has provided evidence of above-average competency with various input, storage and output devices	Student's work is competent with little or no evidence of true mastery.	Student has attempted to use various input, storage and output devices but cannot pinpoint trouble spots.	Student has not completed any work to demonstrate competence.	