

Non-Digital Gaming Rubric

Directly evaluates students on game mechanic analysis, workplace socialization reflection, screen-free pod etiquette, and active observation as outlined in course guidelines.

Game Design & Analysis Rubric: Non-Digital Play & Mechanics

Evaluation Criteria	Exemplary (90–100%)	Proficient (80–89%)	Developing (70–79%)	Novice / Needs Work (<70%)	Points
1. Analysis of Mechanics vs. Tasks (<i>KDE Standards #2, #20, #34</i>)	Clearly identifies specific game mechanics, action loops, and feedback systems. Articulates an insightful distinction between gameplay engagement and routine tasks.	Identifies key mechanics and player actions. Explains the difference between a game and a task with clear examples.	Identifies surface-level rules or actions but struggles to explain why the experience is a game rather than a task.	Minimal or incorrect identification of game mechanics; treats the activity merely as a recreational task.	/30

2. Socialization & Workplace Dynamics (KDE Standard #54)	Deeply analyzes face-to-face social interactions versus online/digital play. Directly connects physical gameplay to corporate team retention and developer collaboration.	Evaluates social interaction differences and mentions the connection between shared experiences and workplace team building.	Briefly notes social differences between board games and video games, but does not connect them to workplace dynamics or retention.	Omits reflection on player socialization or corporate team-building concepts entirely.	/25
3. Rule Preparation & Active Note-Taking (KDE Standards #2, #23)	Thoroughly learns rules before playing/observing. Takes detailed, reflective gameplay notes tracking player choices, rewards, and fun factors.	Reviews rules prior to play. Takes structured notes on player actions and rewards during play or observation.	Shows partial understanding of game rules. Takes sparse notes during the session.	Fails to review rules beforehand. Takes no notes or displays passive engagement during play/observation.	/25

4. Screen-Free Pod Etiquette & Workplace Rules (<i>Syllabus Standards</i>)	Exemplifies workplace readiness by remaining 100% screen-free (laptops closed, phones away) and actively engaging with podmates.	Follows screen policy throughout the session with no reminders needed and respects pod learning environment	Requires a reminder to put away electronic devices or maintain focus on the tabletop session.	Disregards screen-free policy or distracts podmates during tabletop play.	/20
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Implementation Notes & Syllabus Alignment

- Grading Integration: This rubric totals 100 points, fitting into Infinite Campus as a student mastery assignment.
 - This assignment tests mastery of multiple standards identified on the KDE Game Design Principles Standards.
- Effort & Attempt Policy: In alignment with syllabus rules, students who attempt all sections and submit on time can refine their work, while late submissions follow the standard 80% maximum threshold policy.
- The 1st three standards of this rubric are unique student submissions assigned after all play sessions have been completed. Students will be able to use their notes from play to identify game mechanics, provide rules associated with games played, reflection on socialization and finally their submission of a game they design by changing the rules of a game using the physical elements of games tested during play.
- The 4th Standard Screen-Free Pod Etiquette is based on instructor observation notes over the course of multiple days of play.