Single Point Rubric for AI & Public Art Project

Design Thinking

Criteria	1	2	3	4	Feedback: Evidence shown & opportunities for improvement.
Observations: Identifies the needs and goals of the client user by gathering information about their experiences, feelings, and motivations.					
User-centered Project: Project is based on the observations made about the user. The project addresses what matters most for the intended users, and the reasons are documented and justified.					
Testing & Iteration: Uses feedback from testing with classmates & the user to iterate and improve the final version of your project					
1 = criteria not met; 2 = criteria partially met; 3 = criteria met; 4 = exceeds expectations					

Technology

Criteria	1	2	3	4	**Feedback:** Evidence shown & opportunities for improvement.
Teachable Machine Model: Creates a working supervised learning model that classifies information perceived by the computer.					
Interactive Art Project: Creates an interactive project using Scratch & Teachable Machine that allows users to interact with or change the project using the computer's camera or microphone inputs.					
Computer Perception & Classification: Accurately explains in their own words how the computer perceives information from the user, and how that information is classified by their model.					
Model Improvement: Identifies times when the model incorrectly classifies information. Iteratively improves the Teachable Machine model to make it better work for all intended users and community members.					
1 = criteria not met; 2 = criteria partially met; 3 = criteria met; 4 = exceeds expectations					