



Workplace Skills Assessment Program

SET Nationals

2013

sponsored by Sendza

Event Scoring Rubric

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ABOUT THIS RUBRIC

This rubric will be used by the SET National Judging Panel to score submissions to the SET National 2013 competition. Points will be awarded for completeness, efficiency, accuracy, and demonstration of competitor mastery of critical software engineering concepts. We invite you to use this rubric as a guide as you plan your project in order to maximize your potential score, but we also encourage all competitors to be creative and inventive in the development of their applications.

Best of luck to all the competitors!

VERSION HISTORY

Document Release	Date	Description
Release 1.0	09/20/2012	First Release

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TECHNICAL SCORING (530 POINTS)

Object-Oriented Programming (110 points)

Evaluation Item	Below Average	Average	Good	Excellent
Proper class design and organization	1 - 3	4 - 15	16 - 27	28 - 30
Code Reuse (minimize code duplication)	1 - 2	3 - 10	11 - 18	19 - 20
Use of encapsulation	1 - 2	3 - 10	11 - 18	19 - 20
Use of inheritance	1 - 2	3 - 10	11 - 18	19 - 20
Use of software design patterns	1 - 2	3 - 10	11 - 18	19 - 20

Design Analysis (90 points)

Evaluation Item	Below Average	Average	Good	Excellent
Interface Design	1 - 3	4 - 15	16 - 27	28 - 30
Data Flow Diagram(s)	1 - 3	4 - 15	16 - 27	28 - 30
Selected and adhered to a software development methodology	1 - 3	4 - 15	16 - 27	28 - 30

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Code Documentation (70 points)

Evaluation Item	Below Average	Average	Good	Excellent
Comment blocks explaining classes, methods and complex sections of logic	1 - 3	4 - 15	16 - 27	28 - 30
Provide an in-game tutorial or walkthrough for instructional purposes	1 - 4	5 - 20	21 - 36	37 - 40

Crash Reporting (40 points)

Evaluation Item	Below Average	Average	Good	Excellent
Generate crash report on application crash	1 - 4	5 - 20	21 - 36	37 - 40

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Data Driven Design (100 points)

Evaluation Item	Below Average	Average	Good	Excellent
Application makes use of data driven design: runtime settings are adjustable via text file or database	1 - 4	5 - 20	21 - 36	37 - 40
Session data (saved games, high scores, etc.) are stored via flat file or database for later reuse	1 - 3	4 - 15	16 - 27	28 - 30
Game session is resumable from saved session data	1 - 3	4 - 15	16 - 27	28 - 30

Error Handling (60 points)

Evaluation Item	Below Average	Average	Good	Excellent
Proper use of error/exception handling techniques	1 - 3	4 - 15	16 - 27	28 - 30
Clear user alerts on recoverable and non-recoverable error conditions	1 - 3	4 - 15	16 - 27	28 - 30

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Logging (60 points)

Evaluation Item	Below Average	Average	Good	Excellent
Log system events to dedicated text file for debugging	1 - 3	4 - 15	16 - 27	28 - 30
Log system errors to dedicated text file	1 - 3	4 - 15	16 - 27	28 - 30

Crash Reporting (40 points)

Evaluation Item	Below Average	Average	Good	Excellent
Generation of crash reports (via text file or dialog box) on application failure	1-6	7-20	21-33	34-40

TECHNICAL SPECIFICATIONS (195 POINTS)

NOTE: Specification points are awarded once per team by the event proctor, not by individual judges. Teams will be awarded points for specifications in full or not at all, i.e., these are “all or nothing” point awards.

Evaluation Item	Points Awarded
Project application submission provides directions for compiling/building on judging hardware, including requirements and dependencies.	30
Project application compiles successfully.	30
Project application runs successfully.	40
Project application is a playable game.	55
Installer included for project application.	40

PRESENTATION SCORING (130 POINTS PER JUDGE)

Evaluation Item	Below Average	Average	Good	Excellent
Explain the design and development process.	1 - 3	4 - 15	16 - 27	28 - 30
Explain use and integration of innovative technology.	1 - 3	4 - 15	16 - 27	28 - 30
Explain use and development of media elements (audio, video, and graphical assets.)	1 - 3	4 - 15	16 - 27	28 - 30
Demonstrate the entire team's role in the development of the application.	1 - 2	3 - 10	11 - 18	19 - 20
Answer interview questions fully, directly, and professionally.	1 - 2	3 - 10	11 - 18	19 - 20

PRESENTATION SPECIFICATIONS (20 POINTS)

NOTE: Specification points are awarded once per team by the event proctor, not by individual judges. Teams will be awarded points for specifications in full or not at all, i.e., these are “all or nothing” point awards.

Evaluation Item	Points Awarded
Equipment setup shall last no more than five (5) minutes.	5
Presentation shall last no more than ten (10) minutes.	5
Team shall prepare appropriate equipment and documentation prior to presentation.	10

EVENT SCORING TOTALS

Scoring Category	Points Awarded
Technical Points	530
Technical Specifications	195
Presentation Points (130 x 2 judges)	260
Presentation Specifications	20
TOTAL	1005