



Virtual City Rubric

0	1	2	3
No Points Requirements missing.	Poor Poor–Fair quality. Fulfills less than 50% of requirements.	Good Average-Above average quality. Fulfills at least 85% of requirements.	Excellent Excellent quality. Fulfills 100% of requirements with additional distinctive features.

I. Specs (12 points)	0	1	2	3
1. Presentation quality and content <ul style="list-style-type: none"> Spelling, grammar, neatness Followed template <ul style="list-style-type: none"> Slide count didn't exceed 23 Did not use sandbox mode Complete goals, benchmarks, and required screenshots Same city throughout 	Didn't follow template. Sloppy, with errors. Used Sandbox mode.	Some errors. Followed the template. Missing some of required information or not using the same city throughout.	Few errors. Followed the template. Missing some of the required information. Same city throughout.	No errors. Adheres to template and all requirements for assessments and goals. Same city throughout.
2. Goals <ul style="list-style-type: none"> Set two goals Goals are challenging and measurable Same goals used throughout slideshow 	No goals.	Fewer than 2 goals, or goals change from one phase to the next. Or, goals not measurable or challenging.	Good selection of goals that are measurable and somewhat challenging. Same goals throughout.	Excellent selection of challenging and measurable goals. Same goals throughout.
3. Two reporting stages <ul style="list-style-type: none"> Virtual city assessment (bench-marks) and reporting at two points Each stage exhibits enough development to show progress 	No reporting phases.	Fewer than 2 reporting phases.	2 reporting phases. But little progress between phases.	2 reporting phases showing excellent progress between each.
4. Screen shots <ul style="list-style-type: none"> Screen shots show zoning, budget details, population details, and goal progress Bird's-eye shots are from a consistent point/orientation in both phases All of the screenshots documenting a phase are taken at same point in time 	No or few screen shots.	Some of required screen shots, but not consistent orientation or time point.	Most of the required screen shots. Consistent orientation and time.	All required screen shots. Consistent orientation and time. Includes shots and detail to illustrate important goal progress points.
II. Test It, Improve It (18 points)	0	1	2	3
5. Benchmark assessment and analysis of progress <ul style="list-style-type: none"> Accurate and fair assessment of features in city Include information to support goal progress 	None or inaccurate assessments.	1 assessment that is relatively accurate, but incomplete.	Benchmark assessment complete at each phase. Relatively accurate assessment of city features.	Benchmark assessment at each phase. Extremely accurate and complete assessment of city development.
6. Analyzing strategies <ul style="list-style-type: none"> For both reporting phases, report on strategies tested during the simulation What worked and what didn't work 	No report on strategies.	1 report on strategy analysis. Incomplete analysis.	Reports on strategy analysis for each phase. Analysis somewhat incomplete.	Reports on strategy analysis for each phase. Excellent and complete analysis toward meeting goals.

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Appendix:
Rubrics

II. Test It, Improve It (18 points) (Continued)	0	1	2	3
<p>7. Progress toward achieving stated goals</p> <ul style="list-style-type: none"> For each reporting phase, city should show steady progress toward achieving stated goals Actually achieving goals is not required 	No progress toward achieving goals.	1-2 reports on goal progress. Not much advancement toward goals.	Reports on goal progress for each phase. Good advancement, but could be better or more consistent.	Reports on goal progress for each phase. Excellent and consistent advancement toward meeting goals.
<p>8. Refine design</p> <ul style="list-style-type: none"> Using results of assessment, determine updates to plans and measurements as needed to make further progress toward goals in the next phase(s) of the simulation 	Updates to plans not addressed.	Plan updates are unrelated to goals.	Plan updates for next phase are reasonable, appropriate and address most goals.	Detailed plan updates and measurements for next phase are reasonable, appropriate and address all goals.
<p>9. Implement design changes and continue testing</p> <ul style="list-style-type: none"> Adjust or change the virtual city as planned to further goal progress Test changes with the simulation and assess results 	No changes and no further goal progress.	A few changes added to further goal progress. Not much testing of changes.	Some of planned changes were added to the simulation and tested.	All planned changes were added to the simulated city. Thoroughly tested and measured for effectiveness.
<p>10. Budget manipulation</p> <ul style="list-style-type: none"> Includes use of cheat codes, gifts or other budget manipulation techniques Allowable if: <ul style="list-style-type: none"> Recognized in benchmarks and analysis Strategies developed and implemented to eliminate dependence on budget help 	Cheats or other manipulation used, no admission.	Budget manipulation used throughout simulation. No effort to stop.	Budget manipulation used. Good effort and progress to eliminate dependence on assistance.	No budget manipulation or excellent and successful efforts to eliminate dependence on assistance.
III. Conclusion (3 points)	0	1	2	3
<p>11. Learning outcomes & applying lessons</p> <ul style="list-style-type: none"> Lessons learned about city design and operation resulting from simulation Effective use of the simulation to test city design and influence other Future City Deliverables 	No lessons learned about city design. No lessons to apply to other deliverables.	Brief summary of city design lessons. Brief description of how team plans to use simulation results in the rest of the project.	Good summary of city design lessons. Good description of how team plans to use simulation results in the rest of the project.	Excellent summary of city design lessons. Excellent description of how team plans to use simulation results in the rest of the project.

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IV. Judge Assessment of Design & Process (15 points)	0	1	2	3
12. Goals, city operation and design <ul style="list-style-type: none"> Goals are significant to a well-designed, well-operated city Overall well-designed, vital city showing significant growth, development and progress toward goals Good city management as reflected in strong budget 	Poor goal choice. Poor city development.	Good goals, but city is immature or underdeveloped. Poor budget management.	Good goals. City somewhat well-developed, but could have made better progress toward goals. Good balanced budget management.	Excellent goals and city development. Significant progress toward achieving goals. Strong positive cash flow budget.
13. Quality of analysis <ul style="list-style-type: none"> Analyzing and understanding results of simulation Fair and honest assessment of what works and what doesn't 	No analysis or complete misunderstanding of simulation results.	Little analysis or understanding of simulation results.	Good analysis and insight of simulation results.	Excellent analysis and insight into city operation and design as result of simulation.
14. Got it: strategic thinking <ul style="list-style-type: none"> Developing reasonable and appropriate strategies for design changes/refinements from the information in benchmark analysis 	No reasonable or appropriate strategies.	Strategies somewhat reasonable or appropriate, but not effective in advancing toward goals.	Strategies reasonable and appropriate and somewhat effective in advancing toward goals, but could be better.	Strategies reasonable and appropriate and highly effective in advancing toward goals.
15. Got it: design-test-refine process <ul style="list-style-type: none"> Using the simulation, applying the strategies, analyzing results Lessons to apply to other Future City deliverables (essay, model, presentation) 	No evidence of understanding the process or lessons to apply.	Some evidence of understanding the process. Lessons listed but could be improved.	Good understanding of the process. Team learning and adapting to simulation and testing. Good lessons to apply.	Excellent understanding of the process. Team learning and adapting to simulation, and testing. Significant lessons to apply.
16. Got it: city design and operation <ul style="list-style-type: none"> Conclusions about city design are significant and appropriate based on information given Conclusions are thorough 	No significant or appropriate conclusions.	1-2 somewhat significant conclusions.	Conclusions are significant, but missed some important areas.	Excellent, thorough list of significant, appropriate conclusions.