**English 205 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Best**

**IF Grading Rubric**

Each story / game that you write in this class will be graded accorded to the following rubric.

**Quality of Writing.** The story is well written and effectively uses the writing concepts (e.g., imagery, plot, character development) discussed in class.

20 18 16 14 12 10 8 6 4 2 0

**Quality of Interaction.** The story gives the player-character agency and meaningful choices.

20 18 16 14 12 10 8 6 4 2 0

**Effectiveness of Presentation.** The story works smoothly and attractively. There are no errors—in the code as well as the writing (e.g., spelling, grammar, etc.). The story meets the requirements as set forth in the assignment.

20 18 16 14 12 10 8 6 4 2 0

**Meaning and Overall Effectiveness.** The story has some goal / message beyond “mere” entertainment. It makes us see the world in a new way. It offers some commentary on human experiences.

Consider this paragraph from Robert Frost defining what good poetry should do:

It should be of the pleasure of a poem itself to tell how it can. The figure a poem makes. It begins in delight and ends in wisdom. The figure is the same as for love. No one can really hold that the ecstasy should be static and stand still in one place. It begins in delight, it inclines to the impulse, it assumes direction with the first line laid down, it runs a course of lucky events, and ends in a clarification of life—not necessarily a great clarification, such as sects and cults are founded on, but in a momentary stay against confusion. It has denouement. It has an outcome that though unforeseen was predestined from the first image of the original mood—and indeed from the very mood.

 (from “The Figure a Poem Makes,” 1939)

Consider substituting “interactive fiction” for “poem.”

Then consider what I posted on Facebook (9/19/16):

I can articulate what makes a good poem or short story or essay. But we've read / played such varied and weird games—all of them good in their own right—that I'm having a hard time trying to conceive of a tent that would house them. I’m trying to figure out how to grade interactive fiction, when all I really want to say is, “You wrote some interactive fiction! Awesome! Here's an A!”

My point is: make it easy for me to say that.

40 36 32 28 24 20 16 12 8 4 0

**Total: \_\_\_\_\_\_ / 100**