



COMPUTER MODELING (58)

CONTESTANT NUMBER _____

RANKING SHEET – COMPLETE ONE PER CONTESTANT

PRESENTATION AND TECHNICAL SCORE

Judge 1 (440 points) _____

Judge 2 (440 points) _____

Judge 3 (440 points) _____

Total Judges Points _____

Divided by # of judges _____

AVERAGE OF PRESENTATION AND TECHNICAL SCORES _____ (440 maximum)

SPECIFICATION SCORE _____ (20 maximum)

TOTAL _____ (460 maximum)

RANK



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Judge Number _____

Contestant Number _____

Technical and Presentation Scoring Rubric

Computer Modeling	Below Average	Average	Good	Excellent	Points Earned
TECHNICAL POINTS					
Complexity/Craftsmanship					
Profile (not to exceed 1 page) ○ Developed from research following prompt ○ Goals and artistic vision developed for scene/model ○ Provides rationale for submission ○ Portrays personality, era, appropriate details	1-5	6-10	11-15	16-20	
Grammar, Spelling, Punctuation, and Usage ○ Content without errors/No copyright violations	5 (3+ errors)	10 (2 errors)	15 (1 error)	20 (0 errors)	
Concept Art developed to support prototype	1-5	6-10	11-15	16-20	
Prototypes developed	1-5	6-10	11-15	16-20	
Innovative use of technology, advanced techniques	1-5	6-10	11-15	16-20	
Model/Scene is realistic and/or supports goals ○ Model/Scene completed according to established goals for project	1-5	6-10	11-15	16-20	
Materials, Lighting, and Finishes support project plan with consistency	1-5	6-10	11-15	16-20	
Final model shown at a variety of angles/views.	1-5	6-10	11-15	16-20	
Accuracy and/or attention to detail was evident	1-5	6-10	11-15	16-20	
Graphics developed are original and depict and/or increase dramatic or entertainment value of scenario or prompt given.	1-5	6-10	11-15	16-20	
TOTAL COMPLEXITY/CRAFTSMANSHIP (200 points possible)					



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Computer Modeling	Below Average	Average	Good	Excellent	Points Earned
PRESENTATION POINTS					
Composition					
Execution of Plan o Depth of research o Goals/Concept art/Prototypes developed and shared	1-5	6-10	11-15	16-20	
Artistic Layout/Design Principles o Aesthetic consistent use of colors, textures, lighting, and finishes	1-5	6-10	11-15	16-20	
TOTAL COMPOSITION (40 possible)					
Creativity					
Work is original o Fresh ideas, innovative, unique	1-5	6-10	11-15	16-20	
Model/Scene effectively fulfills project goals	1-5	6-10	11-15	16-20	
WOW factor! Model/Scene exceeds expectations	1-5	6-10	11-15	16-20	
Model/Scene is Visually Appealing, has Personality, Matches Profile, and fits prompts/scenario	1-5	6-10	11-15	16-20	
Consistent, Aesthetic use of colors	1-5	6-10	11-15	16-20	
TOTAL CREATIVITY (100 possible)					
Presentation					
Ability to explain the development and design process	1-5	6-10	11-15	16-20	
Ability to explain the development and design process	1-5	6-10	11-15	16-20	
Ability to explain the use of innovative technology	1-5	6-10	11-15	16-20	
Ability to explain use and development of media elements	1-5	6-10	11-15	16-20	
Presentation quality/style	1-5	6-10	11-15	16-20	
TOTAL PRESENTATION (100 possible)					
TOTAL TECHNICAL AND PRESENTATION POINTS (440 possible maximum)					

Specification Scoring Rubric

SPECIFICATION POINTS: All points or none are awarded by the proctor per individual, not per judge.	Points Earned
Documentation, release form and DVD submitted at presentation	10
Presentation lasted no more than ten (10) minutes.	10
TOTAL SPECIFICATION POINTS (20 points maximum)	

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Workplace Skills Assessment Program competition.



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JUDGES COMMENTS

Judge Number _____

Contestant Number _____

COMMENTS: (to be viewed by contestant)

(Judges: please provide positive feedback and areas of improvement in a constructive manner regarding your analysis of his/her competition.)

REASON FOR DISQUALIFICATION: (if applicable)