



BLUMEY AWARDS – Student Set Designer Adjudication Rubric

Student Name:

School:

CATEGORY	20-16 Superior = Always	15-11 Excellent = Often	10-6 Good = Sometimes	5-0 Fair = seldom
Expectations	Presenter met all expectations and requirements outlined in the Blumey tech award handbook.	Presenter met most of the expectations and requirements outlined in the Blumey tech award handbook.	Presenter met some of the expectations and requirements outlined in the Blumey tech award handbook.	Presenter did not meet the expectations and requirements outlined in the Blumey tech award handbook.
Comments				Score
Presentation	Presentation thoroughly explains the functional and aesthetic role of the executed design and the creative process, demonstrating an in depth understanding of their contribution to the unifying concept.	Presentation explains the functional and aesthetic role of the executed design, and the creative process, demonstrating an understanding of their contribution to the unifying concept.	Presentation offers a limited explanation of the functional and aesthetic role of the executed design and/or creative process, demonstrating a partial understanding of their contribution to the unifying concept.	Presentation offers little or no explanation of the creative process and/or fails to explain the executed design and their contribution.
Comments				Score
Research	Comprehensive and detailed research addresses the artistic and practical needs of the production and illuminates the unifying concept.	Comprehensive and detailed research addresses the artistic and practical needs of the production and illuminates the unifying concept.	Limited research partially addresses the artistic and practical needs of the production and/or inconsistently supports the unifying concept.	Research fails to address the artistic and practical needs of the production and/or lacks alignment with the unifying concept.
Comments				Score

*The use of quarter (.25) and half points (.5) are encouraged in scoring.

SKILL	20-16 Superior = Always	15-11 Excellent = Often	10-6 Good = Sometimes	5-0 Fair = seldom
Interpretation	Design choices powerfully enhance and communicate the mood, style, period, locale, and genre of the play, and demonstrate a unique voice.	Design choices communicate the mood, style, period, locale, and genre of the play and align with the given circumstances.	Design choices partially communicate the mood, style, period, locale, and genre of the play and do not distract from the given circumstances.	Design choices fail to communicate the mood, style, period, locale, and genre of the play; choices may or may not support the given circumstances.
Comments				Score
Design Justification	Comprehensive explanations justify the design choices, illuminating the connection between the artistic and practical needs of the production.	Appropriate explanations justify the design choices and demonstrate the connection with the artistic and practical needs of the production.	Appropriate explanations justify the design choices and demonstrate the connection with the artistic and practical needs of the production.	Limited explanations fail to make the connection between the design choices and the artistic and practical needs of the production.
Comments				Score
Execution	Detailed products communicate and enhance artistic ideas and choices to provide exceptional support for the script and unifying concept.	Products communicate artistic ideas and choices that support the script and unifying concept.	Products partially communicate artistic ideas and choices and/or inconsistently support the script and unifying concept.	Products lack a clear focus and/or fail to support the artistic ideas and choices, script and/or unifying concept.
Comments				Score

Score Total	
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