FINAL PROJECT – Morrison in Second Life – GRADING RUBRIC

With the help of your responses from the Second Life activity last week, I have come up with a grading rubric for the Final Project. Projects will be graded on the following:

CREATIVITY

Choice of scene to represent – Does the site give unique, added depth to an otherwise ordinary-seeming space (such as a living room, or a garden)? Does the site give readers a clear way to understand an out-of-the-ordinary or confusing scene from one of Morrison's narratives?

Use of visual details (color, shapes, space, texture, animation, etc.) to create a stimulating environment

Use of aural details (music, voices, dialogue, sounds, etc.) to create a stimulating environment

Does the site give the visitor something to *do* (find, explore, solve, watch, listen to, think about, etc.), or just things to *look at*?

ACCURACY and TEXTUAL SUPPORT

Evidence of close reading / use of specific details from the novel – Does the student team throw in details that have little to do with the novel or just get mentioned once or twice, or does each aspect of the site have greater significance for understanding the scene or concept at hand?

Incorporation of specific passages from Morrison's novels -- How are examples of Morrison's prose utilized for this site? Are they incorporated as "window-dressing," just to give the visitor a superficial sense of the author's writing style, or are the chosen passages emblematic of a larger theme or idea in the novel?

EVIDENCE of RESEARCH

What details add extra depth to the setting of the scene? How does the student-team establish a particular time period? A specific culture or ethnicity? A particular state, region, town, or country? The socio-economic circumstances?

What compelling elements from other SL sites did the student-team adapt for the Morrison site?

WRITE-UP and PORTFOLIO

All choices should be explained in a "Creator's Statement," and included in your portfolio.

How clearly are the project aims and goals articulated?

How clear is the reasoning for including various details?

How effectively does the writer use Morrison's own words, either from the novel at hand, or from other writing (works of fiction or scholarly essays)? Are the quotations cited in the correct (MLA or Chicago-style) format?

How effectively does the writer use supplementary materials to support interpretations, assertions, etc.? Again, are the ideas or directly quoted passages cited in the correct format?

Is a bibliography included? Is it in the correct format?

Articulating criteria for the a project with an aesthetic/artistic component can also help students comprehend that "art is work"—simply because the piece is creative does not mean that it has no intellectual value, which is an idea they sometimes have trouble with. My hope is that if students are actively involved in generating the rubrics instead of just being handed one, they will have more ownership over their projects and the evaluation of them.

Second Life Portfolio Contents / Final Project Checklist
Evaluation of Second Life sites visited and evaluated together (Globe Theatre, Rachelville)
List and Evaluations of Second Life sites explored on your own (at least five). For more
details, review the handout that says "Day One" on the back side.
Original In-Class Writing Assignments / Short Essays related to Second Life
The Bluest Eye [Pecola in SL]
Sula ["free choice"]
Song of Solomon ["free choice"]
A Mercy [the gate or the mansion]
Typed revisions of each short essay (or a typed first draft if you missed any in class)
Detailed description of the scene you would build in Second Life to teach an SL visitor more
about the major themes and/or difficult concepts in the novel at hand
Additional materials that might give depth to your description (sketches, newspaper articles,
magazine advertisements, song lyrics, etc.)recommended, but not required
Analysis of your work / "Creator's Statement"
Bibliography or Works Cited page