Historical Twine Project Rubric AWH 1.5

Minimum Specifications

_____ A title and subtitle passage with the author listed and a link to a bibliography passage

_____ A bibliography passage with a properly formatted Chicago bibliography

_____ An approximately 100 - 200 word introduction passage establishing the player's historical figure and situation

_____ An additional 700 words minimum of text. **This does not include the title, bibliography or introduction passages, code, or does it include reused passages, both of which will be subtracted from the total**

_____ At least 9 passages not including the title passage or bibliography passage .

_____ An average of at least two choices per passage, not including terminal passages

_____ No shorter than 2 choices long

Grade: Each category will earn a grade as follows

B+ to A	B+ to A: Very good to exceptionally good
B- to B	Good
C to C+	Needs improvement
C- or lower	Not acceptable

Historical Authenticity (30%): Does the player receive a specifically detailed, historically authentic reconstruction of the character and the past?

Overall Grade	_____ Text immerses player in the real context through use of significant, specific, accurate descriptive historical details _____ Text is specific, not generic (including the use of accurate names, character details, physical environment and ideas). Descriptions and choices are clearly expressed in terms of the historical setting established by the designer _____ Text reveals specific details about the character and reasoning of the player character _____ Any speculative or counterfactual events and situations are solidly based on the available evidence and authentic to the place/time, and situation _____ Is free from factual errors _____ Does not have the character think, say or do things that would be significantly out of character or inappropriate for the historical setting and character. _____ Does not neglect or contradict the evidence about the possibilities open to the player character in this situation _____ Must allow the player to make the historically documented choices and achieve a historically documented outcome.

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References and Research (20%): Is this interactive history (IH) well supported by high quality evidence?

Overall Grade	_____There is an elegant link on the title page to a passage where a bibliography for the source/sources of information for the Twine are provided. The bibliography is properly formatted, Noodle Tools' Chicago format. _____At least four distinct transparently highly credible and high-quality secondary sources. Extra credit for including an original/primary source that is used to design the Twine.

Language, Writing, and Production Quality (30%): Is this a well-written, high quality IH that can be proudly shared with others outside the class?

Overall Grade	_____ Is grammatically correct _____ Is stylistically engaging with variety and engaging choices in sentence structure, word choice, etc. _____ Is visually well styled with a consistent font, style of links, spacing between lines, etc. _____ Is written from a first or second person perspective in the character of the historical figure _____ Reflects to some extent the thoughts and responses of the player character _____ Passages that introduce physical settings, characters, etc. describe such settings/ characters in detail to reflect the player/reader's senses _____ A smooth sense of time flow from passage to passage

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Decision Making (20%): Does the character have the opportunity to make some meaningful decisions?

Overall Grade	
	_____ (If a historical archetype Twine) Choices are documentable as having existed for the character.
	_____ Choices are meaningful in game, clearly presented and logically follow from the narrative before and after the choice.
	_____ Choice text is relatively simple and clear, with any reasoning or detailed elaboration of the choice in the body of the passage
	_____ Text makes clear why the player would consider the options actually listed. In other words, the player understands from context at least some of the reasons why they might choose either choice over the other.
	_____ In other words, both options have their own appeal, their own pros and cons; there is not a clearly good choice and a clearly bad choice, or, if there is, the player has good reason to pick either.
	_____ Choices have clearly reasonable outcomes that follow reasonably from the choice text. The important outcomes of the most important decisions are made clear in the text
	_____ At least two outcomes in the game are significantly different and reasonably follow from the choices made.