

STUDENT: _____

EVALUATOR: _____

| MEETS | USUALLY MEETS | DOES NOT MEET |
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PROGRAM OUTCOME 1:

COLLABORATION

“Collaborate effectively with others.”

Portfolio includes examples of interdisciplinary group work and clearly identifies the individual’s contribution to a collaborative project.

PROGRAM OUTCOME 2:

TECHNOLOGY

“Demonstrate ability to adapt to changing technology.”

Portfolio includes examples of the use of relevant software applications/ materials/ tools to a breadth of work.

PROGRAM OUTCOME 3:

COMMUNICATION

“Demonstrate curiosity and imagination.”

Portfolio demonstrates originality of concept and ability to tailor communication to a particular audience.

Portfolio shows competence with design, craft and unification.

| | | MEETS | USUALLY MEETS | DOES NOT MEET |
|--|---------------------------------|---|---|---|
| <p>PROGRAM OUTCOME 1: COLLABORATION</p> <p><i>“Collaborate effectively with others.”</i></p> <p>Portfolio includes examples of interdisciplinary group work and clearly identifies the individual’s contribution to a collaborative project.</p> | ROLE | Portfolio includes examples of both leadership and support roles in interdisciplinary group projects. | Portfolio includes examples of leadership and/or support roles in interdisciplinary group projects. | Little or no evidence of participation in interdisciplinary group projects is provided to evaluate individual’s contribution. |
| | QUALITY | Quality of contribution to a group project is evident. | Quality of contribution to a group project is usually good but may be inconsistent or limited in scope. | Quality of contribution difficult to discern because little or no evidence is provided. |
| <p>PROGRAM OUTCOME 2: TECHNOLOGY</p> <p><i>“Demonstrate ability to adapt to changing technology.”</i></p> <p>Portfolio includes examples of the use of relevant software applications/ materials/ tools to a breadth of work.</p> | SOFTWARE TOOLS TECHNIQUE | Demonstrates competent handling of software, tools and techniques, free of errors. | Demonstrates mostly competent handling of software, tools and techniques. A few errors remain. | Lack of skill with software, tools or technique dominates or interferes with the presentation. |
| | BREADTH | Portfolio samples demonstrate competent application of technology through a wide range of work. | Portfolio samples demonstrate the competent application of technology to a narrow range of work. | Portfolio samples demonstrate the application of technology to a very limited range of work. |
| <p>PROGRAM OUTCOME 3: COMMUNICATION</p> <p><i>“Demonstrate curiosity and imagination.”</i></p> <p>Portfolio demonstrates originality of concept and ability to tailor communication to a particular audience.</p> <p>Portfolio shows competence with design, craft and unification.</p> | CONCEPT | Unique messages are communicated to specific audiences and/or contexts. | Messages may lack originality but are usually customized for specific audiences and/or contexts. | Messages lack originality, are inconsistent or inappropriate for audiences and/or contexts. |
| | DESIGN | Portfolio demonstrates the integration and application of design, craft and unification. | Portfolio usually demonstrates competent application of design, craft and unification. | Portfolio shows little or no evidence of design, craft or unification. |