

M3 Rubrics (Draft, may be modified during marking)

Programming Achievement (40%)

- Completeness (35%)
 - 2 standard views (5%)
 - 1 innovative view (or advanced scrollytelling animation) (12%)
 - Interaction: linking and integrated views (10%)
 - 2 UI widgets (D3 brush counts as UI component) (5%)
 - Interactive tooltips (3%)
- Code readability / structure (5%)

Foundations Design (40%)

- Overall visualization design appropriateness (20%)
 - Type of visualization, visual channels matching data and tasks, and visual salience aligns with main message (15%)
 - Scalability of visual encoding matches cardinality of data, information density (5%)
- Self-explanatory and stand-alone interface: Legends, chart / window titles, axis titles, tick labels, appropriate scales, annotations/explanation text (5%)
- Color choice (5%)
- Appropriate interactions / linkage between views (10%)

Process Log Writeup (20%)

- Overview (3%)
- Data (3%)
- Goals and tasks (4%)
- Visualization design explanation and justification (4%)
- Reflection (4%)
- Team assessment (2%)

Other Penalties

- -5% missing self-assessment (individual not team penalty)
- -5% missing tag of final version, or other logistics instructions not followed

Extra Credit (+1% to +5%)

- High level of polish in final interface
- Going above and beyond with functionality
- Outstanding and thoughtful explanation
- Demonstrates true mastery of foundations concepts