Digital Humanities DH1011B
Rubric for Assignment 1: Make a MIDI Instrument

	Better than Average	*Average*	*Worse than Average*
Influences	Goes well beyond examples shown in class and in the help files to create something new.	Incorporates code or ideas from more than one of the patches shown in class and/or in the Max help files.	Code taken from one of the patches shown in class with little modification.
User Interface - Interaction	Interaction between user interface elements allows user to generate interesting results without needing to master anything too complicated.	User interface includes a collection of controls but they are independent of one another (e.g., use one button to change a MIDI program, then use another button to play a sound).	Too little control offered to user (e.g., a single toggle) or too much (e.g., clicking on a kslider with no limits placed on its use).
User Interface - Presentation	Code clearly laid out. Comments intended for user and other programmers. Use of presentation mode both for clarity and to convey the concept behind the MIDI instrument.	Comments explain both how to use the patch and how code works (where necessary). Some use of presentation mode for clarity.	Few or no comments. No use of presentation mode.
Randomness	Randomness is used both to humanize the patch and to provide surprise. Range, step size or other random properties depend on some other value(s) in the patch.	Multiple and limited forms of randomness give the output a more human feel, or provide some musical interest.	No randomness, or randomness used to adjust a single variable (e.g., pitch, velocity) without apparent motivation.
Complexity	Musical variables (pitch, tempo, chords, chord progressions, scales, etc.) depend on one another in interesting and somewhat unpredictable ways. The patch doesn't become boring even after multiple uses.	The user can adjust the internal state of the patch with multiple controls, but variables (pitch, tempo, etc.) remain independent of one another. Ranges of values are limited or chosen to provide musical interest.	The patch has little internal state. Cause and effect are directly related or the patch becomes predictable after a single use. Ranges of values are too limited (on or off) or unlimited (0 to maximum).