Digital Humanities DH1011B
Rubric for Assignment 2: Make Some Lcd Art

	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 object to change colour, then use a button to draw something).	Too little control offered to user (e.g., a few toggles) or too much (e.g., user expected to do freehand painting with the mouse).
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 patch.	Comments explain both how to use the patch and how code works (where necessary). Some use of presentation mode for clarity. Use of colour, grayscale or patterns.	Few or no comments. No use of presentation mode. No colour.
Randomness	Randomness is used both to humanize the patch and to provide surprise. Colour, location, pattern, movement 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 visual interest.	No randomness, or randomness used to adjust a single variable (e.g., hue, pixel position) without apparent motivation.
Complexity	Visual variables (colour, line, shape, pattern, position 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 (line, colour, etc.) remain independent of one another. Ranges of values are limited or chosen to provide visual 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).