

Interactive Story Table Competition: Evaluation Criteria

XMedia, Spring 2008

Instructions: please assign points out of 5 in each of the following categories to each team on the backside of this form.

1. Concept

- Compelling/engaging idea for story table
- Good relationship between physical table and digital story
- Feasibility of realizing the completed piece within given time and budget constraints
- Will this story experience captivate its audience?

2. Media Design

- Appropriate use of visual, audio and tangible elements
- Well-designed and organized digital media assets
- Appropriate use of tabletop screen space
- Will the completed digital/physical media be beautiful?

3. Interaction Design

- Appropriate tabletop design considerations (e.g. multiple viewing angles, multiple players)
- Good design principles: clear affordances, feedback, constraints, mappings, consistency, etc.
- Will the story experience be meaningful and engaging for users?

4. Physical Design

- Well reasoned physical design
- Appropriate selection of materials and clear plan for construction
- Properly considers the constraints of the technology
- Will the table catch the eye of all who see it?

Interactive Story Table Competition: Score Sheet

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Team 1:

Martin Bednar, Mehdi Ben Yahmed, Jin Ah Chon, Dan Gibson, Jacob Porter, Ritesh Rathi, Joy Salter, Yang Ting Shen, Steph Yang

Concept	[] out of 5		= [] out of 20
Media Design	[] out of 5			
Interaction Design	[] out of 5			
Physical Design	[] out of 5			

Comments: _____

Team 2:

April Headen, Chih-Chieh Hsu, Emily Kiel, Jasjit Singh, Kurt Stilwell, Jacob Tompkins, Cooper Welch, Arseni Zaitsev

Concept	[] out of 5		= [] out of 20
Media Design	[] out of 5			
Interaction Design	[] out of 5			
Physical Design	[] out of 5			

Comments: _____

Team 3:

Jakob Crowder, Sergio Goldenberg, Amelia Mendez, Martin Rojas, Stephanie Sellers, Josh Tuminella, Ted Ullrich, Sarah Williams, Crystal Wrenn

Concept	[] out of 5		= [] out of 20
Media Design	[] out of 5			
Interaction Design	[] out of 5			
Physical Design	[] out of 5			

Comments: _____

