### Historical Twine Project Rubric 1.0

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Minimum	SUEL	IIICALIUIIS

A title and subtitle passage with the author listed and a link to a bibliography passage
A bibliography passage with a properly formatted Chicago bibliography
An approximately 100 - 200 word introduction passage establishing the player's historical
igure and situation
An additional 700 words minimum of text. This does not include the title, bibliography or
ntroduction passages, code, or does it include reused passages, both of which will be
ubtracted from the total
At least 9 passages not including the title passage or bibliography passage .
An average of at least two choices per passage, not including terminal passages
At least two distinct endings, one historical
No shorter than 2 choices long

#### Grade: Each category will earn a grade as follows

B+ to A	B+ to A: Very good to exceptionally good
B- to B	Good
C to C+	Needs improvement
C- or lower	Not acceptable

## References and Research (20%): Is this interactive history (IH) well supported by high quality evidence?

Overall	
Grade	

- There is an elegant link on the title page to a passage where a bibliography for the source/sources of information for the Twine are provided. The bibliography is properly formatted, Noodle Tools' Chicago format.
- At least three distinct transparently highly credible secondary sources of good quality. Extra credit for including an original/primary source that is used to design the Twine.

# Historical Authenticity (40%): Does the player receive a specifically detailed, historically authentic reconstruction of the character and the past?

#### Overall Grade

- Contains significant, specific accurate historical details about the topic treated in the interactive history.
- Contains significant, specific, accurate historical details about the physical setting of the player character at every given point.
- Where geographical connections are important, the connection between different places referred to in the passages is made clear to the reader
- Is free from significant anachronisms or historical errors in the writing
- Does not have the character think or say things that would be out of character or inappropriate (for example, awkwardly defining a term in the text that the character would presumably already know)
- Does not neglect or contradict the historical evidence about the possibilities open to the historical figure

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Language, Writing, and Production Quality (30%): Is this a well-written, high quality IH that can be proudly shared with others outside the class?

#### Overall Grade

- Is grammatically correct
- Is visually well styled with a consistent font, style of links, spacing between lines, etc.
- Is free from significant anachronisms and other errors
- Contains a variety of interesting and appropriate word choices
  Is written from a first or second person perspective in the character of the historical figure
- Reflects to some extent the thoughts and responses of the historical character
- Passages that introduce physical settings, characters, etc. describe such settings/ characters in detail to reflect the player/reader's senses
- A smooth sense of time flow from passage to passage

#### Decision Making (10%): Does the character have the opportunity to make some meaningful decisions?

#### Overall Grade

- Choices are meaningful, clearly presented and logically follow from the narrative before and after the choice (it is clear why the choices that exist are the choices)
- At least two of the three outcomes are significantly different and reasonably follow from the choices made.