

Historical Twine Project Rubric AWH 2.0 (2021)

Minimum Specifications

- _____ 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 figure and situation
- _____ An additional 750 words minimum of text. **This does not include the title, bibliography or introduction passages, code, or does it include reused passages, both of which will be subtracted 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
- _____ No shorter than 2 choices long on the shortest run

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

Historical Authenticity and Detail (35%): Does the player receive a specifically detailed, historically authentic reconstruction of the character and the past? Is the historical context sufficient for a non-expert player?

Overall Grade	<p>_____ Text immerses player in the real context through use of significant, specific, accurate descriptive historical details: DATES; ACCURATE PLACE NAMES; AUTHENTIC PEOPLE NAMES; DESCRIPTIONS</p> <p>_____ Text is specific, not generic (including the use of accurate names, object names, few pronouns character details, physical environment and ideas). Descriptions and choices are clearly expressed in terms of the historical setting established by the designer</p> <p>_____ Any speculative or counterfactual events and situations are solidly based on the available evidence and authentic to the place/time, and situation</p> <p>_____ Is free from factual errors</p> <p>_____ Does not have the player agent think, say, or do things that would be significantly out of character or inappropriate for the historical setting and character.</p> <p>_____ Does not neglect or contradict the evidence about the possibilities open to the player character in this situation</p> <p>_____ Must allow the player to make some historically documented choices and achieve a historically documented outcome.</p>
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References and Research (15%): Is this interactive history (IH) well supported by high quality evidence?

Overall Grade	<p>_____ 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 in Chicago style format.</p> <p>_____ At least four distinct transparently highly credible and high-quality secondary sources. Extra credit for including an original/primary source that is used to design the Twine.</p>
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Language, Writing, and Production Quality (25%): Is this a well-written, high quality IH that can be proudly shared with others outside the class?

Overall Grade	<p>_____ Is grammatically correct</p> <p>_____ Is stylistically engaging with variety and engaging choices in sentence structure, word choice, etc.</p> <p>_____ Is visually well styled with a consistent font, style of links, spacing between lines, etc.</p> <p>_____ Is written from a first- or second-person perspective in the character of the historical figure</p> <p>_____ Reflects to some extent the reasoning of the player agent</p> <p>_____ Passages that introduce physical settings, characters, etc. describe such settings/characters in detail to reflect the player/reader's senses</p> <p>_____ A smooth sense of time flow from passage to passage</p>
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Decision Making (25%): Can the character make some meaningful decisions according to some goals?

Overall Grade	<p>_____ (If a historical archetype Twine) Choices are documentable as having existed for the historical archetype and are significant, goal-oriented choices.</p> <p>_____ Choices are meaningful in game, clearly presented and logically follow from the narrative before and after the choice.</p> <p>_____ Clear and simple choice text; all explanation and reasoning in passage text</p> <p>_____ Choices have their own clearly explained appeal, not just a clearly good and clearly bad choice. Player understands WHY they might choose each choice</p> <p>_____ At least some choices are tactical (how to accomplish something), not just either/or (Player does X or Player does not do X)</p> <p>_____ Choices have clearly reasonable outcomes that follow reasonably from the choice text. The important outcomes of the most important decisions are made clear in the text</p> <p>_____ At least two outcomes in the game are significantly different and reasonably follow from the choices made.</p>
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