

Abstract Rubric for Spark Session/Wild Card Presentation

	0 <i>Cannot be scored</i>	1 <i>Poor/ Definitely Not Accept</i>	2 <i>Below Average/ Not Accepted</i>	3 <i>Average/ Potential Non- Acceptance</i>	4 <i>Above Average/ Accept</i>	5 <i>Excellent/ Clear Accept</i>
Relevance to Interior Design/Education	No relevance, the topic is not stated	The topic is incomplete/inadequate, poorly articulated	Elemental topic identified, not clearly articulated	Topic fairly relevant to the discipline lacks some clarity	Topic relevant to the discipline, adequately articulated	Topic significantly relevant to the discipline, clearly articulated
Innovative Approach	The innovative approach is missing	Innovative approach is incomplete/inappropriate and poorly articulated	Elemental innovative approach identified, not clearly articulated	An appropriate and developing innovative approach is identified but lacks the needed clarity	Idea shows Creativity and novelty within Interior design framework Idea shows creativity and novelty within familiar frameworks	Original, bold, and transformative idea that challenges norms and inspires new thinking
Clarity and Outcomes	Outcomes / potential insights are missing	Outcomes / potential insights are inadequate and poorly articulated.	Elemental levels of outcomes / potential insights	Standard outcomes / potential insights for a teaching session	Above-average outcomes / potential insights; presentation is appropriately challenging and high levels of knowledge can be gleaned	Exceptional outcomes / potential insights; quality of outcomes / potential insights supports success in other contexts (e.g., subsequent courses, curriculum, discipline etc.)
Element of Surprise	No use of surprise or unpredictability	Inadequate use of surprise	Limited use of surprising elements	Use of surprising elements are apparent	Incorporates successful surprising elements of spark interest, or intrigue	Engages learners in unexpected ways through the element of surprise that deepen learning and curiosity