CATEGORY 1
Needfulness and Creativity

- Evaluation of how well the design features a future-focused learning environment that supports interdisciplinary, community-based engagement.

- Creativity and innovation in in applying the "supermind" concept to enable collective intelligence, collaboration, and hybrid (physical + digital) learning.

- Demonstration a clear understanding of how spatial, technological, and social design features can promote inclusive, agile learning landscapes.

Total points for needfulness & creativity: _____   (enter a number 1-5)

SCORING CATEGORY 1

/ 35 percent

1 - Excellent (32-35 pts)
2 - Good (27-31 pts)
3 - Average (23-26 pts)
4 - Below Average (20-22 pts)
5 - Poor (0-19 pts)

CATEGORY 2
Specificity and Effectiveness

- Clarity in how the design supports future learning, how the environment enables interdisciplinary engagement and community-based exchange.

- Effectiveness in fostering spatial, technological, and social conditions that allow collective learning to emerge and thrive.

- Consideration of elements that facilitate agile and experiential learning environments.

Total points for specificity & effectiveness: _____   (enter a number 1-5)

SCORING CATEGORY 2

/ 25 percent

1 - Excellent (23-25 pts)
2 - Good (20-22 pts)
3 - Average (17-19 pts)
4 - Below Average (14-16 pts)
5 - Poor (0-13 pts)

CATEGORY 3
Specificity of User Group, User Need, & Evidence-Based Design

- Identification and detailed consideration of different communities engage in, contribute to, or participate in collective intelligence ("superminds").

- Incorporation of evidence-based design principles supported by research on interdisciplinary, experiential, and community-based education.

- Tailoring of the design to address the unique needs of the identified user groups, showcasing a thoughtful and informed approach.

Total points for specificity: _____   (enter a number 1-5)

SCORING CATEGORY 3

/ 20 percent

1 - Excellent (18-20 pts)
2 - Good (16-17 pts)
3 - Average (14-15 pts)
4 - Below Average (11-14 pts)
5 - Poor (0-10 pts)

CATEGORY 4
Graphic Composition

- All drawings, diagrams, and other visual items are expected to be executed to the highest level of craft.

- Utilizing the elements and principles of design in graphic composition for design solution communication.

Total points for Graphic Composition: _____   (enter a number 1-5)

SCORING CATEGORY 4

/ 20 percent

1 - Excellent (18-20 pts)
2 - Good (16-17 pts)
3 - Average (14-15 pts)
4 - Below Average (11-14 pts)
5 - Poor (0-10 pts)

INTERIOR DESIGN EDUCATORS COUNCIL

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