

**Genomics and Computational Biology 2000**  
*Final Projects Grading Rubric*

This rubric is designed to be as explicit as possible to ensure that all students are graded consistently. Each component of the project will be graded on a scale from 1 to 5. The scale is explicitly defined for each component but is roughly as follows: 1 = poor, 2 = needs improvement, 3 = good, 4 = excellent, 5 = outstanding.

**Total Possible Points: 100**

**I. Oral Presentation (x3 = 15)**

- 1 = Unclear, sloppy, little apparent effort made to communicate ideas.
- 2 = Somewhat unclear, but a significant effort was made to communicate ideas.
- 3 = Clear presentation of ideas, data and take-home message from each slide clear.
- 4 = Same as above plus well thought-out structure, logical flow of ideas.
- 5 = Particularly effective in communicating ideas and engaging the audience.

**II. Background (x3 = 15)**

- 1 = Little understanding of the field or project goals.
- 2 = Good understanding of the field **OR** project goals.
- 3 = Good understanding of the field **AND** project goals.
- 4 = Above average understanding of the field and project goals.
- 5 = A particularly insightful analysis of the field and project goals.

**III. Methods (x4 = 20)**

- 1 = Analysis poorly described and irrelevant to stated goal.
- 2 = Analysis **EITHER** well described **OR** relevant to goal.
- 3 = Analysis well described **AND** relevant to goal.
- 4 = Same as above plus well executed, key complexities were anticipated.
- 5 = Analysis particularly well thought-out, designed, and executed.

**IV. Analysis of Results (x5 = 25)**

- 1 = Little understanding of analysis and the meaning of results.
- 2 = Basic understanding of analysis, but caveats poorly understood.
- 3 = Good understanding of analysis and its caveats.
- 4 = Same as above plus statistical methods well-chosen and correctly applied.
- 5 = Particularly insightful or sophisticated analysis of results.

**V. Difficulty (x3 = 15)**

- 1 = Very simple
- 3 = Appropriately Challenging
- 5 = Extremely Challenging

**VI. Creativity (x2 = 10)**

- 1 = Straightforward.
- 3 = Some creative aspects
- 5 = Very creative.