

Mash-Up Grading Criteria: <small>If you have any questions about how your grade was earned bring it to the attention of your WASH faculty within TEN days of receiving this grade sheet. All categories are evenly weighted.</small>	Components
Design	
Craft	
Concept	
Critique/Presentation + Artistic Process	
Total	
Comments	

Grade Earned on {p4} Mash-Up project:

If this box is checked, you are invited to store this project upstairs for *possible* inclusion in the WASH Greatest Hits Exhibition at the end of the semester.

Odd numbers/Statements are generally strengths. **Even numbers**/Statements are generally areas for improvement.

Design:

1. The artwork demonstrates an understanding of the elements & principles of design.
2. The artwork is unresolved and/or demonstrate an understanding of the elements & principles of design.

Craft/Execution:

3. The artwork's construction does not draw attention to parts of the artwork (such as the edges of materials or the connection points between materials) that the artist did not want to emphasize.
4. The artworks construction draws attention to parts of the artwork (such as the edges of materials or the connection points between materials) that the artist did not want to emphasize.
5. The execution of the artwork (its materials, colors, and techniques) is a good match for the content.
6. The execution of the artwork (its materials, colors, and techniques) is not a good match for the content.

Project Guidelines:

7. The artwork fulfills the guidelines of the assignment.
8. The artwork does not fulfill the guidelines of this assignment.

Display/Presentation:

9. The display of the artwork maximizes viewers' experience with it.
10. The display of the artwork unproductively limits viewers' experience with it because it is too cluttered by classroom materials, too close to other artwork, (for 2D artwork) not level, and/or (for 3D artwork) not accessible in the round.

Title:

11. The title provides another clue that viewers can use to interpret the artwork.
12. The title does not add to viewers' interpretation of the artwork.

Interpretation & Concept:

13. The artwork suggests an overall interpretation that the artist has intended without providing too much or too little information. Viewers are able to create their own interpretations based on the clues, or guides, that the artist provides in the work.
14. The artwork has too much control over its own meaning and does not leave room for viewer interpretation. It tells viewers what to think by over explaining or providing too much information.
15. The artwork suggests an overall interpretation without providing too much or too little information, but this interpretation and/or the clues, or guides, that lead to this interpretation were not intended by the artist.
16. The artwork provides too little information for viewers to interpret. It requires specialized information or personal knowledge in order for viewers to understand it that is not provided in the artwork.

Affect:

17. The artwork prompts a genuine emotional response for viewers such as wonder, delight, anger, fear, etc.
18. The artwork prompts viewers to think about an emotion (or emotions) rather than to have a direct experience with the emotion(s).

Cliché:

19. The artwork avoids cliché by offering unexpected connections between ideas, materials, and/or techniques.
20. The artwork leads to quick interpretation because it presents overused ideas, materials, and/or techniques that lack original perspectives.
21. The artwork inspires engagement, discussion, and questions.
22. The artwork does not inspire engagement, discussion, and questions.

Development / Process:

23. In the process of creation the artist was successfully able to adapt her/his idea(s) when questions and/or problems arose.
24. In the process of creation the artist did not significantly adapt her/his idea(s) when questions and/or problems arose.