Creative Media and Digital Culture 354.02 (Digital Storytelling) Washington State University - Vancouver, Fall 2010 Group project, peer evaluation form for: Mobile Story Module

This feedback will be handled securely. Scores and comments, without identifiers, will be shared with the student being evaluated. Yet that will not be done directly, and your confidentiality will be preserved as much as possible. Please be honest, accurate and provide factual justifications for your scores. Up to five points will be awarded in each category. That will be determined by an average of this peer feedback, group results and instructor discretion, for a potential total of 25. Numbers will be rounded up at each 0.5; an average of 3.5, will earn a 4, and the average of 3.49 will earn a 3.

By: Signature:					Total:	
					Total:	
					/ 25	
		Dependable a	nd dedicated	1		
1. How dependabl	le was this person? Did	this person meet all deadli			d stav on task?	
5	4	3	2	1	0	
Did everything promised and with purpose	Did most of what said would do and stayed on target	Fairly depend- able and paid attention some- what	Did some things, not all, and wasn't very focused	Didn't do much and didn't pay attention often	A no show	
Comments:						
•		Active par	rticipator			
2. Was this person	n engaged in the project	? Was this person enthusia	astic on all of the levels	needed for this pr	oject to be a success?	
5	4	3	2	1	0	
Took on leader- ship tasks and generated high energy	Worked many hours, with gusto	Did what was needed	Managed the minimum	Didn't do much	Couch potato	
Comments:						
		Coope	rative			
3 Was this person	n easy to work with? Or	difficult? Supportive of syr				
5. Was this person	1	3	2	1	0	
Brought out the best in every-one	Good facilitator of ideas and played well with others	Solid, not a bully and not a bother	Disengaged when ideas of others were adopted	My way, or the highway	Impossible	
Comments:						
		Crea	tive			
4. Did this person	generate many fabulou	s ideas? Did this person ta	ke "good enough" and	turn it into "wow!"	,	
5	4	3	2	1	0	
Made every- thing sparkle	Some of the best ideas came from this per- son	Had a few decent ideas and suggestions	Maybe one or two things came from this person	Not much to offer	Stick figures	
Comments:						
·		Quality	control			
5. How did this pe	erson affect the overall o	quality of your team's work	? From understanding	the issues to resea	rch to execution?	
5	4	3	2	1	0	
Inspired us to an extremely high standard	Kept close watch on the details, design and finish	Felt pretty sat- isfied about the project, in the end	Eh, not bad	Whatever	Someone else will catch it	
Comments:						