1.3 Global Village Museum	
Rubric	
Student Names: Class:	Points
Research Notebook:	
Create a Research Reference Notebook ( <b>10 points</b> ) *Front Cover –Project Name, computer-generated, client information, your name *Quality Document (as assigned): dividers, typed, orderly (as assigned), notes	
Research Contents and Order:	/100
<ul> <li>Client's Programming Notes – typed, organization of information – TBD (20 pts)</li> <li>Written Research specifics to include but not limited to:</li> <li>Philosophical Approach (20 pts)</li> <li>Special Requirements (20 pts)</li> <li>Functional Spaces (20 pts)</li> <li>Codes (10)</li> </ul>	
Attend Three Cultural Experiences - Written documentation of information for research notebook addressing the client's needs, wants, priorities.	
Class field trip to local museum (10 pts)	
Speaker #1 - Foreign Language Teacher (10 pts)	/75
Commercial Interior Designer (10 pts)	
Proof of Design Process and Documents: (as outlined in class)	
Scope of the Project	
<ul> <li>Programming (above)</li> </ul>	
• Research	
Concept Development	
Schematic Design	
Space Planning	
Design Presentation Development	/100
Space Planning – Space Design Board	
Critical adjacencies	
Concept implementation	
<ul><li>Efficient use of space</li><li>Egress and code compliance</li></ul>	/50
Furniture & Finishes in Required Areas:	/25
Visual and Oral Presentaion:	/25
Total:	/375