

# Digital Media Micro Lesson

## Introductory Video 7: Critique & Revision

This is David Black, and in this introductory video seven, I will talk more about how your projects will be judged and how you will revise them. We are using a process called peer critique, which means you will be judging three other student projects as they judge yours. You will enter scores into a Google form called Peer Critique linked at this website:

<https://science-creativity.com>.

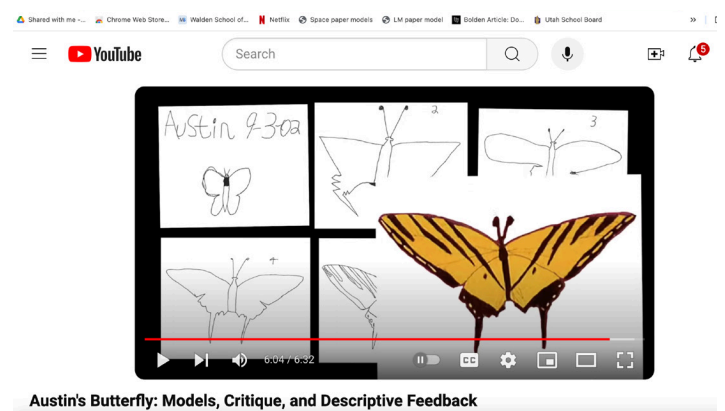
Last video we talked about the five judging criteria. Your project needs to show scientific accuracy, creativity, quality, software skill, and communicate well. Each criterion will be judged on a 0-4 scale. A score of 0 means that your project doesn't demonstrate that criteria yet. A score of 1 means you are beginning to demonstrate that skill but still have a way to go. A score of 2 means that the skill is developing but still lacks some details. A score of 3 means your project has met all expectations and shows mastery of that criterion. Finally, there is a possible score of 4, which means your work is truly outstanding and excellent. It goes beyond expectations and is exceptional. Only a few projects will be this good.

To understand these judging scores, let's use the analogy of the Great British Baking Show. A score of zero means you haven't baked anything or demonstrated any skill yet. A score of 1 means that your baking turns out basically edible, but doesn't look very much like the photograph. You had to follow the recipe step by step, and have only begun to master it. A score of 2 means that your baking has improved to where the recipe turns out most times, but you still need to read the recipe card. A score of three means you can bake the recipe without even looking at it; you have it down so well that you can substitute or add ingredients and it tastes and looks great every time. That is mastery. But a score of four means you've gone beyond mere mastery, creating your own new recipes and winning star baker on the Great British Baking Show. You

even get a handshake from Paul Hollywood!

The judging form will ask you to explain something that you liked about their project, and to provide a suggestion for how it can be improved. These suggestions need to follow three rules: they must be kind, useful, and specific. A suggestion is kind when it tells how to improve a project without criticizing it. A suggestion is useful if it is practical and easily implemented. It is specific if it says exactly how and where to make improvements. Here is a link to a video by Ron Berger that shows how to do this:

[https://www.youtube.com/watch?v=E\\_6PskE3zfQ](https://www.youtube.com/watch?v=E_6PskE3zfQ)



To create a winning project, look over the evaluations from your peers, see the areas where your scores are low, read over the suggestions and take them seriously, then take the time to make revisions. Try sketching out your plans and make sure you learn and practice the software so that your project shows skill and quality. Don't do things the way other people do. Create something unique, interesting, fun, original, and functional using eye-catching designs. If you do these things, you'll do well in the competition. Best of luck!