

Objective	Trait	Limited (0-3)	Developing (4-6)	Proficient (7-8)	Exemplary (9-10)	Score
<b>Behavioral Delivery</b>	Voice & Vocal Delivery	Speaker speaks quickly or quietly. Uses a lot of filler words (ums, likes) or has many odd pauses. Lacks energy or enthusiasm.	Speaker may speak quickly or quietly. Uses filler words (ums, likes) or has odd pauses. Expresses little energy or enthusiasm for the topic.	Speaker sounds somewhat polished. Volume is good, speaker generally enunciates well. Minor use of filler words (ums, likes). Expresses some energy or enthusiasm.	Voice is strong and clear. Enunciation is precise. Speaker is polished, expressive and uses voice effectively with minimal use of filler words. Speaks with energy and enthusiasm.	
	Body Language	Looks uncomfortable. Has a lot of distracting movement.	Looks somewhat uncomfortable or occasionally has distracting movement.	Looks mostly comfortable; body language is generally strong and confident.	Looks very comfortable, strong and confident, used presentation space effectively as a 'stage.'	
	Visual Aids	Visual aids are weak. Slides are too wordy or lack visual information. Slides do not support the presentation. Slides are distracting.	Visual aids are marginally prepared (slides a bit too wordy or lack helpful visual information); do not support the presentation well.	Visual aids are generally effective, not too text-heavy, and use visual information generally well.	Visual aids are strong, professional, polished, and use the right amount of text and visuals.	
	Eye Contact	Barely makes eye contact. Frequently looks at notes, screen, computer, back wall, floor or professor.	Makes occasional eye contact, but too frequently looks at notes, screen, computer, back wall, floor or professor.	Mostly maintains eye contact, but returns to notes or looks at screen, computer or professor occasionally.	Maintains eye contact throughout presentation; seldom looks at screen except to reference material on it.	
	Audience & Team Engagement	Often answers questions superficially or long-windedly. Rarely engages the audience. Team is disjointed with no intra-team dynamics; awkward transitions between presenters and more than one person speaking at a time (if applicable).	Responds to some questions clearly and accurately. Audience gets minimally involved. Works somewhat cohesively as a team; includes transitions between presenters with one person speaking at a time (if applicable).	Responds to most questions clearly and accurately. Audience gets involved. Works cohesively as a team; adequate transitions between presenters with one person speaking at a time (if applicable).	Responds to all questions clearly and accurately. Audience responds well to speaker. Team dynamics present and team is well rehearsed; seamless transitions and team is conscientious of each other's speaking turns (if applicable).	
Objective	Trait	Limited (0-6)	Developing (7-12)	Proficient (13-16)	Exemplary (17-20)	Score
<b>Content</b>	Quality & Quantity of Information	Information is confusing throughout; too much or barely any information; listener gains little insight.	Information is confusing in places; too much or too little information; listener gains a few insights.	Sufficient information; many good points made; some areas lacking; listener gains adequate insight.	Abundance of material; points clearly made; evidence supports; listeners gain insight.	
	Organization	Presentation takes a lot of effort to follow, and is confusing and disorganized. Information is disorganized and choppy. Pacing is very awkward. Ends much before or after specified parameters.	Presentation takes some effort to follow, is confusing and disorganized in a number of places; disconnected or choppy. Pacing is a bit awkward and unsteady; ends before or after specified parameters.	Presentation flows smoothly with occasional confusion or rough patches between ideas. Pacing is adequate; presentation ends within, or very close to, specified parameters.	Presentation is smooth, polished and organized; flows well. Pacing is steady throughout; presentation ends within specified parameters.	
		<b>Limited (0-3)</b>	<b>Developing (4-6)</b>	<b>Proficient (7-8)</b>	<b>Exemplary (9-10)</b>	Score
	Creativity	Presented information with no imagination; audience left bored throughout.	Mostly presented information with little imagination; audience frequently bored.	Some interesting twists; held attention most of the time.	Involved audience; made points in a creative way; held attention throughout.	
<b>Comments:</b>					<b>Total Score (out of 100):</b>	