

CUNY Committee on Academic Technology Research and Development Group Evaluation Rubric

Utility	Design	Intuitive Use	Innovation	Completeness	Cost / Price Point	Security & Reliability	Pedagogical Effectiveness
Is this a technology that is useful? Will there be repeated use of the product?	The look and feel of the technology.	Is the technology easy to learn and use? Is extensive training necessary?	How original is the idea and its execution?	Does the technology encompass all the features you would expect? Does the product have obvious shortcomings?	At the price offered does the technology have a competitive edge over similar products? Is the product worth the money?	Does the technology properly address the security, reliability and/or continuity concerns required for a product in its class?	Does the technology increase student performance? Are students more likely to succeed using this product?
15: The technology has a high utility. It will have frequent use.	10: The technology has a superb look and feel. Almost no improvements are necessary.	10: Use of the technology is intuitive to all users. Little or no training is necessary.	10: The technology is highly innovative. It is a new product without major competition.	15: The technology is complete. It encompasses all the "bells and whistles" one would expect from a well-developed product. There are no major shortcomings.	10: The technology is well priced or at no cost. The product has a competitive edge over similar products. Users get very high value.	10: The technology properly addresses all major security, reliability and/or continuity concerns for a product in its class	20: The technology is pedagogically sound. It is highly likely to increase student performance and success in almost all cases.
10: The technology has a medium utility. It will be used from time to time.	7: The technology has a very good look and feel. Slight improvements are necessary.	7: The technology is intuitive to some users. Some training is necessary.	7: The technology is fairly innovative. It improves upon currently available options.	10: The technology encompasses most of the features one would expect. A small amount of additional development is suggested.	7: The technology is priced slightly high but still has a competitive edge over similar products. Users get a good value.	7: The technology properly addresses most security, reliability and/or continuity issues for a product in its class. Minor improvements are suggested.	15: The technology is pedagogically sound. It is likely to increase student performance and success in most cases.
5: The technology has a low utility. It will only be used occasionally.	4: The technology has a poor look and feel. Improvements are necessary.	4: The technology is not intuitive for most users but training can be accomplished in a short period of time.	4: The technology has some innovative features. It makes minor improvements on currently available products.	5: The technology encompasses many of the features one would expect but is missing essential items. Additional development is necessary.	4: The technology is priced too high and does not have a competitive edge over similar products. Users do not get a good value.	4: The technology does not properly address several important security, reliability and/or continuity issues. Additional development is required.	8: The technology is not pedagogically sound. It is <i>not</i> likely to improve student performance and success in most cases.
0: The technology does not have a valid use. It will not be utilized.	0: The technology has an awkward look and feel. A complete redesign is necessary.	0: The technology is not intuitive. Extensive training is necessary for most users.	0: The technology is not innovative. It's a copy of what already exists on the market.	0: The item is not complete. It is missing many necessary features one would expect. A great deal of development is necessary.	0: The technology is extremely overpriced. Users would get better value elsewhere.	0: Use of the technology puts users at major risk of injury or loss due to inadequacies in security, reliability and/or continuity of service.	0: The technology hinders the learning process in most cases.