



Video Criteria

The *NASA Spaced Out Sports Challenge Video Rubric* will be used by evaluators to review and score each submitted video. Videos should demonstrate how to play your Spaced Out Sport and the science of the game as it relates to one or more of Newton's Three Laws of Motion.

- 1) Demonstrate one or more of Newton's Three Laws of Motion in space/microgravity.
- 2) Use game diagrams OR a different format
- 3) Identify any information provided by the NASA subject matter expert that helped you in your design or testing.
- 4) Animation can be used
- 5) Total length of video should be 3-5 minutes
- 6) Each team must use the following script to introduce their video:
"This is team (unique identifier) and we chose the (name of challenge) Challenge. The title of our video is _____."

Submissions that do not follow this exact script will be disqualified. Do not identify the name of any student, teacher, school, group or city/region in your video.

Game Instructions Criteria

The Game Instructions should include these components:

- General Overview—Briefly describe the game in 2-4 sentences.
- Game Equipment—See List of Materials Available on the ISS.
- Definition of Terms unique to your game in space. (1 sentence per definition)
- Rules of the Game in space. Include scoring, game periods/timelines, fouls/penalties/violations, and objects used.
- Safety Plan—Guidelines/Precautions, Gear/Equipment Needed, Personal Protective Equipment. (Keep in mind SAFETY for playing the game on Earth and in the microgravity environment of the ISS.)
- Game Diagrams—Demonstrate how the game is played in space and how the game relates to Newton's Laws of Motion. These diagrams may be used in the video demonstration.
- Explain if your game can be played on Earth. Why or why not?

The instructions should not exceed 10 pages (8 ½ x 11), and should use 12 point font. The instructions will be accepted in Microsoft Word (.doc, .docx) or Adobe Acrobat (.pdf) format ONLY. The playbook should be created in a word processing program ONLY, and not in PowerPoint or other presentation software. Instructions submitted as presentations will be disqualified.



Video and Game Instructions Rubric

This rubric will be used by evaluators to review and score each video. Each category will be scored 0-3 points. Totals for each column will be added for a final score.

Rubric Category	Good 3	Satisfactory 2	Poor 1	Missing 0
Game Design	All components (objects, terms, rules, diagrams/ demonstrations) are exemplary and exceed requirements.	Most (3 of 4) components are included and most rule and game requirements are met.	Half (2 of 4) components - and rule and game requirements are met.	1 or less components and 1 or less rule and game requirements are met.
Demonstration of Newton's Laws of Motion	The game design rules, terms and demonstrations exhibit clear understanding and application of 1 or more of Newton's Laws of Motion.	Game design, rules, terms and demonstrations exhibit moderate understanding and application of 1 or more of Newton's Laws of Motion.	Game design, rules, terms and demonstrations exhibit basic understanding of 1 of Newton's Laws of Motion.	The game does not exhibit an understanding of Newton's Laws of Motion.
Clarity	Game design, rules, terms and demonstrations are clearly expressed and easy to understand.	Game design, rules, terms and demonstrations are somewhat clearly expressed and easy to understand.	Parts of the game design, rules, terms and demonstrations are understandable.	Game design, rules, terms and demonstrations are not clearly expressed and are difficult to understand.
Creativity, Uniqueness	Game components (design, terms, rules and use of objects) are highly creative and unique.	Most (3 of 4) of the game components are creative and unique.	1-2 game components are creative and/or unique.	Game lacks creativity and uniqueness.
NASA Subject Matter Expert (SME) Comments	Chat with NASA SME is discussed and demonstrates how the feedback was incorporated into design or testing.	Chat with NASA SME is discussed and gives details about the feedback they provided.	Chat with NASA SME is discussed in only general terms.	No mention of NASA SME interaction is included.
Safety	Demonstration of safety throughout the game. Safety plan and considerations included.	Demonstration of safety in most of game. Some safety plan and considerations included.	Demonstration of safety in parts of the game. Few safety considerations included.	No safety considerations. Potential for danger and/or accidents when playing the game.
Column Score				

TOTAL SCORE _____