DEPARTMENT OF COMPUTER SCIENCE

CS 4632 – Modeling and Simulation

Grading Guidelines / Rubrics for

Course
Project

Project Specification:

The purpose of this project is to develop or modify a simulation model then run it to help solve a real problem. The simulation model can be implemented with any of the following languages: OOSimL, Java, or C++.

General Grading Rubrics	
25:	Very well done, high level of understanding demonstrated with extra detail included, professional presentation of models and good writing standards utilized
20:	Good work, understanding of the material demonstrated, followed directions, very few errors or deficiencies
15:	Answers demonstrated basic understanding of the material. However the overall assignment included several errors, omission of important details or missing answers
10:	Many questions/points left unanswered or only partially answered. The majority of answers provided did not demonstrate understanding of concepts
5:	Submitted with little effort shown
0:	Not submitted, submission not accessible or unacceptable overall effort demonstrated - the assignment did not include required materials of sufficient quantity for an assessment to be made

Project Rubric
Project value: 100 Points