



YMCA
Youth for Youth
Gambling Education
Program (Y4Y)



Evaluation Rubric

Important Information to Remember!

You must abide by the following regulations to ensure that your submissions are successfully submitted, not abiding by the following will result in your submissions immediate disqualification.

In submitting your project you are agreeing that you acknowledge and understand the following stipulations

I hereby acknowledge the following:

- My video is no longer than 60 seconds.
- The content of my submissions are my own and have not been reproduced.
- I am legally able to use all content seen in and on my submissions.
- My submissions assume a balanced perspective and do not advocate for or against gambling.
- The participants seen in my video are 18+ and have all consented to being filmed.
- Once submitted, I recognize that the submissions become the intellectual property of the YMCA.

Rubric

The attached rubric is a useful resource when you are creating your project. It explains how the contest organizers will be evaluating all submissions. The highest scoring submissions will be shortlisted by the jury and voted upon by the public. The public vote will be weighted at 40% and the jury vote will be weighted at 60%, for a total of 100%.

The video is worth 75% of your final mark while the poster makes up the remaining 25% for a total of 100%.

If you have any questions concerning grading criteria, I encourage you to reach out and ask them prior to the submission of your project!

Good luck and Have Fun!



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Video Evaluation Rubric

Individual/team name: _____

Total: /50

Creative and Original						/10
Videos are creative, original and unique	1	2	3	4	5	
Captivates the attention of the audience Maintains their attention for the duration of the video.	1	2	3	4	5	

Clear and Precise Content						/10
Knowledge of the subject Additional research was performed	1	2	3	4	5	
Clear, accurate and interesting information.	1	2	3	4	5	

Impact in Raising Awareness and Prevention						/15
Video achieves the objective of the contest. Prevent underage and problem gambling, Increased the awareness of available resources, and offered harm reduction strategies.	1	2	3	4	5	
Provided relevant information and advice to the targeted audience.	1	2	3	4	5	
Pushed for self reflection and raises awareness on the topic. The message was impactful	1	2	3	4	5	

Overall Quality						/15
Quality transitions between scenes and overall production. Editing technique.	1	2	3	4	5	
Camera technique Image, audio, lighting, and angle	1	2	3	4	5	
Audio technique Music, narration, ambient sounds, special effects, etc.	1	2	3	4	5	

Comments:



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Poster Evaluation Rubric

Individual/team name _____

Total: /50

Artwork and Design	/15				
Use of Color: Pleasing color combinations, color use enhanced readability and attractiveness.	1	2	3	4	5
Layout/Design: Space was used effectively. Graphics and writing were not crowded and the layout was easy to follow.	1	2	3	4	5
Creativity: Interesting use of images, artwork, charts, etc. and color and/or design that captivated the attention of viewer	1	2	3	4	5

Content	/25				
Title: Easy to read, captured the idea/topic of the poster	1	2	3	4	5
Written Content: The text on the poster was easy to follow and accurate.	1	2	3	4	5
Spelling & Grammar: Free of spelling , grammatical, and punctuation errors.	1	2	3	4	5
Graphics/pictures/illustrations: relevant and helped viewer to understand content	1	2	3	4	5
Poster content clearly indicates the main theme of the video and supports its main points	1	2	3	4	5

Awareness and Prevention	/10				
Objective: The poster provided a clear indication of the contest objectives. Youth gambling awareness, preventing youth problem gambling, increase the awareness of available resources in Ontario.	1	2	3	4	5
Significance: The poster provided relevant information and advice to targeted audience and pushed for self reflection and awareness of the topic.	1	2	3	4	5

Comments: