

## Assessment Matrix - Judging Criteria

### Title: Schools Competition 2024: What's in a phone? with MobileMuster

Introduction:

This year MobileMuster's School Competition offers multiple mediums to participate: **Artwork** - which can be a drawing, painting, sculpture, photograph, or digital image, and **Short Film**.

The theme for all 3 mediums is: **What's in a phone?**

MobileMuster wants students (in primary and secondary) to deliver a message about what materials are inside a phone, and what those materials can be recycled into.

Students can choose any medium to deliver their message. All mediums must follow the same criteria to participate in the competition. The judging criteria can be found below.

**Eligibility:** the competition is free, and open to primary and secondary students in Australia during 2024. This includes home-schooled students.

Entrants can enter either as an individual, a small group, or as a class through their school.

Entries will be judged in a two-stage process. In the first stage, entries will be judged by a panel of AMTA employees against the judging criteria (see below table). Shortlisted entries progress to the second stage and will be judged by a Competition judging panel consisting of representatives from the arts industry, and the technology industry. The Judges will critique the artwork entries against the Judging Criteria to decide the finalists and winners in each of the following age categories:

(a) Primary; and (b) Secondary.

The AMTA Judges will select up to 3 entrants as finalists in each age category (primary and secondary), and an overall winner.

Winners and runner-up will receive prizes.

Winners and the runner-up will be announced after National Recycling Week in November 2024.



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CATEGORY	4	3	2	1
<b>Relevance to the theme: How well does the artwork incorporate the theme "What's in a phone"</b>	The artwork demonstrated a <b>complex understanding</b> of the theme. Content-specific language is used fluently.	The artwork demonstrated a <b>good understanding</b> of the theme. Content-specific language is used most of the time.	The artwork demonstrated a <b>basic understanding</b> of the theme. Content-specific language is used sometimes.	The artwork demonstrated a <b>poor understanding</b> of the theme. Does not include language applicable to the theme.
<b>Creativity: How well does the artwork draw in the viewer and keep their attention?</b>	The artwork is <b>very memorable</b> and compels the viewer to want to learn more about the topic. It is very engaging to watch. Composition and technical production enhance the topic.	The artwork is <b>memorable</b> and may encourage the viewer to learn more about the topic. It is engaging to watch. Composition and technical production mostly enhance the topic.	The artwork is <b>not very memorable</b> . It is not very engaging to watch. Composition and technical production sometimes distract from the topic.	Presentation is <b>unclear</b> on the topic. The artwork is not engaging to watch. Composition and technical production distract from the topic.
<b>Technical Skills: What is the overall quality of production?</b>	Final product is <b>very professional</b> looking and flows well. Film: the use of imagery, lighting, framing, sound, sequencing, acting, and music are outstanding and enhances the film. Photography: the use of lighting, contrasts, exposition, color, and depth of field are outstanding and enhances the picture(s). Drawing: the composition, design elements and color are outstanding and enhances the painting.	Final product is <b>somewhat professional</b> looking and mostly flows well. Film: use of imagery, lighting, framing, sound, sequencing, acting, and music are relevant and enhances the film. Photography: the use of lighting, contrasts, exposition, color, and depth of field are relevant and enhances the picture(s). Drawing: the composition, design elements and color are relevant and enhances the painting.	Final product is not very professional looking and <b>doesn't flow well</b> . Film: use of imagery, lighting, framing, sound, sequencing, acting, and music needs improvement. Photography: the use of lighting, contrasts, exposition, color, and depth of field needs improvement. Drawing: the composition, design elements and color needs improvement.	Final product is not professional looking and <b>disjointed</b> . Film: use of imagery, lighting, framing, sound, sequencing, acting and music are of poor quality. Photography: the use of lighting, contrasts, exposition, color, and depth of field are of poor quality. Drawing: the composition, design elements and color are of poor quality.
<b>Environmental message: Does the artwork explain why it is important to recycle your old mobile phone?</b>	The artwork demonstrates a <b>complex understanding</b> of mobile phone recycling. Information presented is accurate and well researched. The call to action is very clear.	The film demonstrates a <b>good understanding</b> of mobile phone recycling. Information presented is factual and adequately researched. The call to action is clear.	The film demonstrates a <b>basic understanding</b> of mobile phone recycling. Information presented is partially accurate and researched. The call to action is not very clear.	The film demonstrates <b>poor understanding</b> of mobile phone recycling. Information presented is not accurate. There is no call to action.

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