

Workshops' Rubric

Workshop title:

Presenter/Manager name and department/organization:

Workshop description:

A workshop that scores 3 points in a single competency will be ASRE (Advance Student Research Experience) approved.

A workshop that scores 6 points or above overall will be ASRE approved.

Workshop Associated Competencies	0 = Absent or Not Applicable	1 = Fair One Competency is addressed	2 = Good Multiple Competencies are addressed	3 = Exceptional Multiple Competencies are addressed as well as leadership or professional development.
<p>Advance Program Goals: The workshop specifically addresses research, original creativity, and/or scholarly work. (leadership, professional, or personal development should be presented as it relates to academic or applied research).</p> <ul style="list-style-type: none"> • Gain additions to their cv/resume • Obtain letters of recommendation • Make real world connections to their discipline • Ethics • Experience and reflection on dealing with uncertainty • Experience and reflection on dealing with failure • Teamwork • Develop sense of project ownership • Sense of increased confidence • Comfort discussing discipline-specific concepts • Ability to work independently • Confirms interest in field of study • Prepared for advanced coursework, graduate school, or job 				

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<p>Skills: workshop provides information and/or skills for students to enhance their research, creativity, or scholarly abilities. (examples: application, processes, methods, data collection)</p> <ul style="list-style-type: none"> • Data collection methods • Ask creative and research questions • Develop skills to design experiments and/or a creative work • Develop hypotheses • Gain content knowledge • Interpret and analyze data • Learn to collect data • Craftsmanship • Identifying limitations 				
<p>Critical thinking: workshop encourages students to think critically about their research, creativity, and/or scholarly work.</p> <ul style="list-style-type: none"> • Decision-making • Creativity • Use of creative elements and principles 				
<p>Identify and evaluate methodologies and research design: Workshop teaches students to evaluate methodologies, processes, and/or research design.</p> <ul style="list-style-type: none"> • Understand and explain the importance of iteration in research • Interpret journal articles 				
<p>Information literacy: Workshop teaches information literacy skills needed to complete research, gives specific instruction or examples on how students can apply literature to research, creative, or scholarly concepts.</p> <ul style="list-style-type: none"> • Interpret and think critically about primary literature 				
<p>Dissemination: Workshop presents strategies students can use when presenting or exhibiting their work orally or in writing.</p> <ul style="list-style-type: none"> • Create academic posters • Create and present information • Defend an argument • Effective oral communication • Effective written communication • Demonstrate excitement and/or engagement • Develop a sense of community 				
<p>Total Score</p>				