

## 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><i>Advance Program Goals:</i> The workshop specifically addresses <i>research</i>, 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"> <li>• Gain additions to their cv/resume</li> <li>• Obtain letters of recommendation</li> <li>• Make real world connections to their discipline</li> <li>• Ethics</li> <li>• Experience and reflection on dealing with uncertainty</li> <li>• Experience and reflection on dealing with failure</li> <li>• Teamwork</li> <li>• Develop sense of project ownership</li> <li>• Sense of increased confidence</li> <li>• Comfort discussing discipline-specific concepts</li> <li>• Ability to work independently</li> <li>• Confirms interest in field of study</li> <li>• Prepared for advanced coursework, graduate school, or job</li> </ul>				

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