

STEAM for Creative Innovation: Practice based approach for integrating wearable  
technology in fashion design (EDB/QEF/2023/0320)

Rubrics for fashion STEM project

School: CCC Kei Yuen College

Students:

Criteria:	Excellent (4)	Proficient (3)	Developing (2)	Needs Improvement (1)
1. Creativity	Highly original fusion of fashion + STEM (e.g., smart textiles, 3D-printed wearables).	Clear attempt to blend disciplines, but could be more innovative.	Follows trends; minimal STEM integration.	Lacks creativity or STEM connection.
2. Organization	Detailed sketches/blueprints; logical construction process.	Good planning but minor gaps in documentation.	Unclear steps; some disorganization.	Poor structure; missing plans/materials list.
3. Presentation	Professional finish (neat seams, functional tech); compelling visuals/explanations.	Well-made but minor flaws in tech or aesthetics.	Rough execution; STEM or fashion elements underdeveloped.	Sloppy; tech/fashion elements non-functional or distracting.
4. Effort/Perseverance	Iterative testing (e.g., tech adjustments, fabric choices); overcame challenges.	Solid effort but needed more refinement.	Rushed; needed deeper problem-solving.	Incomplete or abandoned key elements.
5. STEM Integration	Advanced tech (e.g., sensors, coding, biomaterials) enhances design purpose.	Functional STEM element but basic (e.g., LEDs, simple circuits).	STEM feels tacked-on; minimal functionality.	No meaningful STEM application.

Comment: \_\_\_\_\_  
\_\_\_\_\_

Instructor: \_\_\_\_\_

Date: \_\_\_\_\_