

Video Challenge – Judging Criteria

Evaluation Questions	1 Point	2 Points	3 Points
1. How well were facts and information about gambling integrated into the video	The video included a few basic facts about gambling.	The video included some interesting and relevant facts about gambling.	The video included many interesting and relevant facts about gambling.
2. Was the use of actors and/or animation appropriate?	The actors and/or animation added little value	The actors and/or animation added value.	The actors and/or animation were effectively used it illustrate the video's message and purpose.
3. Did the location/set used in the video match the theme?	The video's location/set used did not match the theme.	The video's location/set related to the theme somewhat, but did not greatly enhance the video.	The video's location/set greatly enhanced the theme.
4. Was the camera work and editing professional?	The camera work was shaky and the editing was rough, with choppy transitions.	The camera work was sufficient, and the editing was fairly consistent, with few rough transitions.	The camera work was steady and included varied shots. Great editing techniques and transitions; attention to detail was evident.
5. Was the lighting and sound suitable?	The lighting was too dark or too bright with no sound or poor volume control.	The lighting had only minor shadows or glare and the audio was sufficient or had only minor issues	Good use of lighting and the sound was clear.
6. Did the video successfully debunk the stated myth?	No. The video demonstrated the myth but did not present facts to debunk the myth effectively.	Yes. The video demonstrated the myth and used some resources to debunk the myth; however, these facts were not ideal and/or were not well represented.	Yes, the video debunked the myth very well. The video demonstrated a solid understanding of the myth and incorporated relevant facts and information.
7. Did the video demonstrate critical thought and reflection about the stated myth and gambling harm?	No. The video shows very little to no creativity and critical thought about the stated myth and/or gambling harm.	Yes, the video demonstrated some critical thought and reflection about the stated myth and/or gambling harm via props, sets, sound, imagery, dialogue, etc.	Yes, the video demonstrated critical thought, reflection, and research about the stated myth and gambling harm via props, sets, sound, imagery, dialogue, etc.