

# Regional Rail Revival Design Challenge 2050

## Evaluation Criteria: Primary

The Regional Rail Revival Design Challenge 2050 asks young people to submit their ideas to improve the rail experience in 2050. Whether your ideas are about the on-board experience, improving the way people get around the station or using smart and sustainable tech for a more enjoyable journey, we'd love to hear them.

Through this competition, students will use design thinking processes **to develop a prototype in response to the competition brief**, and will receive professional assistance with prototyping and pitching their solution.

**Team:** \_\_\_\_\_ **School:** \_\_\_\_\_ **Year level:** \_\_\_\_\_

**Prototype** (circle): *Technology or app-driven transport solution/ Communications campaign/ Product prototype/ Building or system design*

**Prototype Description:** \_\_\_\_\_

Competition Criteria	Evaluation of Performance & Understanding					Shortlisting Panel Comments (based on evidence provided)
	Not Shown	Novice	Intermediate	Expert		
<b>Empathise and Define</b> <b>Teams identify the regional rail transport needs of a user or group of users</b>	No evidence of user needs is shown.	identifies an individual user or community regional rail need	explores the individual user or community regional rail needs	researches, analyses and evaluates the end-user or community RRR needs		
<b>Design and Technologies</b> <b>VCDSCD038</b>		lists different influences on the ways people work such as technological change	explores different influences on the ways people work, such as technological change, and predicts changes to work in future	researches and evaluates different influences on the ways people work, such as technological change, and predicts changes to work in future		
<b>Economics and Business</b> <b>VCEBW008</b>						
<b>Design and Technologies</b> <b>VCDSCD042</b>		presents the user needs and their choice of technologies for their regional rail design solution	explains how the solution meets the user need and their choice of technologies for their regional rail I design solution	evaluates how the solution meets the user need and the choice of technologies for their regional rail design solution		
	<b>N</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

Competition Criteria	Evaluation of Performance & Understanding					Shortlisting Panel Comments (based on evidence provided)
	Not Shown	Novice		Intermediate		
<b>Ideate</b> <b>Teams develop a range of regional rail transport ideas that would meet the needs of their users</b>  <b>Design and Technologies VCDSCD039</b>  <b>Critical and Creative Thinking VCCCTQ022</b>	No evidence of ideation was shown.	lists a few ideas that meet some user needs using creative thinking processes		generates several ideas that meet the needs of users utilizing creative thinking processes, then selects the most suitable ideas		generates an extensive range of ideas that meet user needs using creative thinking processes and uses critical thinking to select the most suitable ideas
		summarises a range of ideas into groups		explores and groups a range of ideas to compare opposing views		synthesises different ideas, including opposing views of team members to modify existing ideas and generate new ideas
	<b>N</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

Competition Criteria	Evaluation of Performance & Understanding					Shortlisting Panel Comments (based on evidence provided)
	Not Shown	Novice		Intermediate		
<b>Prototype</b> <b>Teams create a prototype of their regional rail design solution</b>  <b>Design and Technologies VCDSCD040</b>  <b>Science VCSIS083</b>	No prototype was shown.	safely uses technologies and materials to produce a prototype with assistance		safely and cooperatively uses technologies and materials to produce a prototype with assistance		safely and cooperatively uses technologies, selects materials which best suit the prototype design and evaluates their selection of materials and technologies used
		outlines the process used to build their prototype		explores different processes which can be used to build their prototype		experiments with different processes to build their prototype and evaluates their strengths and limitations based on meeting the user's needs
	<b>N</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

Competition Criteria	Evaluation of Performance & Understanding					Shortlisting Panel Comments (based on evidence provided)
	Not Shown	Novice	Intermediate	Expert		
<b>Communicate</b> <b>Teams create a video pitch to promote their regional rail design solution</b>  <b>Media Arts</b> <b>VCAMAP031</b>  <b>Design and Technologies</b> <b>VCDSCD041</b>	No pitch video was submitted.	presents a pitch video utilising a media feature to enhance the pitch presentation	presents a pitch video utilising one or two media features such as camera angle, transitions, edits, voice and soundtrack to enhance a scripted presentation	presents a pitch video that creatively utilises a variety of media features to enhance the presentation of a well-structured script which reflects the values of the user and the intended audience		
		the video presents the success of their designed solution in meeting the user's needs	the video explains the success of their designed solution in meeting the user's needs and changes which could be made through iteration	the video evaluates the success of their designed solution in meeting the user's needs and how changes were made to improve their design through testing and iteration, as well as future changes to be made		
	<b>N</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

Competition Criteria	Evaluation of Performance & Understanding					Shortlisting Panel Comments (based on evidence provided)
	Not Shown	Novice	Intermediate	Expert		
<b>Reflect</b> <b>Teams reflect and evaluate on the processes used to develop their design and the effectiveness of teamwork and project management</b>  <b>Science</b> <b>VCSIS087</b>  <b>Digital Technologies</b> <b>VCDTDI029</b>	No project reflection was submitted.	lists methods used to solve the user problem	describes the effectiveness of methods used to solve the user problem and explores different improvements to be made	evaluates the effectiveness of methods used to solve the user problem with evidence such as test data and investigates different improvements to be made		
		description of teamwork and evidence that they followed instructions for collaborative group work	evidence of effective teamwork and project management processes which followed timelines and sequences for completing tasks on time with assistance	evidence of excellent teamwork and independent project management which followed timelines and sequences for completing tasks on time		
	<b>N</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>

<b>Strand</b>	<b>Code</b>	<b>Descriptor</b>
<b>Design and Technologies</b>	VCDSCD038	Critique needs or opportunities for designing, and investigate materials, components, tools, equipment and processes to achieve intended designed solutions
	VCDSCD039	Generate, develop, communicate and document design ideas and processes for audiences using appropriate technical terms and graphical representation techniques
	VCDSCD040	Apply safe procedures when using a variety of materials, components, tools, equipment and techniques to produce designed solutions
	VCDSCD041	Negotiate criteria for success that include consideration of environmental and social sustainability to evaluate design ideas, processes and solutions
	VCDSCD042	Develop project plans that include consideration of resources when making designed solutions
<b>Digital Technologies</b>	VCDTDI029	Plan, create and communicate ideas, information and online collaborative projects, applying agreed ethical, social and technical protocols
<b>Science</b>	VCSIS083	With guidance, plan appropriate investigation types to answer questions or solve problems and use equipment, technologies and materials safely, identifying potential risks
	VCSIS087	Suggest improvements to the methods used to investigate a question or solve a problem
<b>Economics and Business</b>	VCEBW008	Investigate the influences on the ways people work and explore factors affecting work now and into the future
<b>Media Arts</b>	VCAMAP031	Plan, produce and present media artworks for specific audiences and purposes using responsible media practice
<b>Critical and Creative Thinking</b>	VCCCTQ022	Experiment with alternative ideas and actions by setting preconceptions to one side