Remember, focus on the	Players			Development			Sound Design		Music	Directing	Accessibility		Overall	
Execution of the piece.	Improvisation	Characterization	Collaboration	Agency	Setting	Structure	Sound Effects	Ambience	Effectiveness	Vision	Transcript	Impact	Immersion	Innovation
Excellent Others should take note and learn 5	Exemplary imagination and specific additions to the scenes.	Clear and nuanced vocal interpretation that reflects character	Open and constructive collaboration with the other players. Players are clearly informed by the responses they receive from others in scene.	Characters are well-defined with clear agendas and agency in every scene	Setting is fleshed out with a history and details, that feeds into the characters and their actions, even if there are not that many answers.	Plot is driven clearly by character's actions, motivations and goals.	Sound Effects clearly convey actions for the listener to follow and imagine.	Ambience effectively establishes setting and tone.	Music effectively adds to the scenes and story	A clear vision is brought to life in the production.	Transcript reflects the completed episode with nuances indicating they dynamics of the characters in the content.	Production remains with the listener even after listening	Production brings you into events effectively and completely	Production takes advantage of the medium effectively
Good This does most things well 4	Adequate imagination and general additions to the scenes.	Demonstrates consistent vocal choices that reflects character	Mostly collaborative. Most players are informed by the responses they receive from others in scene, some others fall short.	Most characters are defined and exhibit agendas and agency	Setting is mostly fleshed out with a history and nuace, and gets across how it affects the characters and their actions	Plot is mostly driven by character's actions, motivations and goals.	Sound Effects usually convey actions the listener can sometimes understand events	Ambience usually establishes setting and tone.	Music mostly works for the scenes and story	There is vision and elements are mostly there, but cohesion is lacking in areas	Transcript mostly reflects the completed episode, but doesn't go beyond a text of the content.	Production was an enjoyable listening experience	Production brings you into events, but lacks the execution in areas.	Production uses the medium with mostly cohesive results
Fair There is something solid there, but the execution is lacking.	Some imagination, occasional additions to the scenes.	Articulation is a problem and some vocal choices are apparent	Some Collaboration. Some Players are informed by the responses they receive from others in scene, most others fall short.	Some characters are defined and exhibit agendas and agency	Some of the Setting is fleshed out, but not as fully as it could have been, but it gets across how it responds to the characters and their actions	Some of the plot is driven by character's actions, motivations and goals.	Sound Effects sometimes convey actions for the listener, but they need assistance understanding what they just heard	Ambience sometimes establishes setting and tone.	Music is appropriate to the scenes and story, but feels out of place in it.	Vision is present, but not effectively communicated in production	Transcript is clearly in need of revisions to align with the episode.	Production had enjoyable moments, but failed to capture interest.	Production brings you into events, but at times pulls the listener out of the experience.	Production stumbles in areas but works well in audio
Poor Lacking the execution necessary to achieve it's desires 2	No imagination or engagement with the scenes.	Inarticulate and no clear vocal choices	There is no collaboration with the other players, and there is a clear lack cohesion as a group.	Many characters lack definition, agendas or agency	It is clear no real thought was put into the setting, and it exists entirely in relation to the characters.	None of the plot is driven by character's actions, motivations and goals.	Sound Effects fail to convey actions for the listener.	Ambience does not establish setting and tone.	Music actively detracts from the scenes and story	Vision is absent from production	No transcript is available	Production evoked indifference from the listener while listening	Production is jarring or unbelievable in presentation	Production should have used a different medium for what they sought to accomplish.
What does the production do well in this area? What strengths have you noticed?														
What constructive feedback would you give for improvement that would have led you to giving it a higher score?														