

Bell "SIMPLE" Rubric

SIMPLE = Student Intrinsic Motivation for Persistence in Learning Environments

	Absent	Arguable/ Could be	Established/ Functional	Signature Element
	0 points	1 point	2 points	3 points
Rules clear and effective.				
Effortless involvement—pick up and play (think iPod).				
Appropriate level of challenge (white-water rafting)				
CCCP (conflict, cooperation, competition are all possible).				
Clear goals with inherent , clear reward structures				
Immediate and continual feedback from instructor, system, and/or peers.				
Leveling up or at least a clear sense of progress.				
Narrative/curve of interest—can be “real world” based.				
Stunning aesthetics.				
Fear of failure reduced (mindsets).				
Student control over actions (they get choices at every step).				
Total (down)				
Total (sum across)				