

Virtual City Design Rubric

0	1	2	3
No Points Requirements missing.	Poor Poor–Fair quality. Fulfills less than 50% of requirements.	Good Average–Above average quality. Fulfills at least 90% of requirements.	Excellent Excellent quality. Fulfills 100% of requirements. Additional distinctive features.

I. CITY PLAN (15 POINTS)	0	1	2	3
1. Development types <ul style="list-style-type: none"> Development types: residential, commercial, industrial Wealth/tech levels: low, medium, high 	No development.	Missing development in one or more types. All levels low.	All three zone types developed. Not all levels developed.	Development in all zone types and at all levels.
2. Is development thriving? <ul style="list-style-type: none"> Density upgrades Degraded or abandoned buildings Rubble 	Over 30% of development degraded or abandoned.	Some (10–30%) of development degraded or abandoned.	Small amount (<10%) of the development degraded or abandoned. Several areas ready for density upgrade.	Vibrant city with little (<1%) of development degrading or abandoned. Many areas ready for density upgrade.
3. City plan/layout <ul style="list-style-type: none"> City is well thought out, cohesive, and structured with: <ul style="list-style-type: none"> Zoning, neighborhoods Traffic and transportation routes Downtown, amenities Sustainability 	No apparent plan.	Some evidence of planning, but mostly evolutionary development.	Evidence of a plan, but execution could be better.	Well thought out plan is evident.
4. Transportation plan/layout <ul style="list-style-type: none"> Accessibility Ease of moving between zones and throughout city Integrated transportation systems 	No apparent transportation plan.	Some evidence of transportation planning, but little integration.	Evidence of a transportation plan, but execution could be better.	Well thought out transportation plan is evident.
5. Land values	Low values: < 50% of land value is green.	Low to medium values: at least 60% of land value is green.	Medium to high values: at least 70% of land value is green. Some dark green.	High values: 80% or more of land value is green. Several dark green areas.
II. BASIC SERVICES & REQUIREMENTS (18 POINTS)	0	1	2	3
6. Population	Population 8,000 or less.	Population 40,000 or less.	Population 75,000 or less.	Population more than 75,000.
7. Police services <ul style="list-style-type: none"> Adequate coverage of populated areas Adequate response times Adequate facilities within city limits 	Little (<50%) police coverage or majority of police services outsourced (outside city).	Some (approx. 50% to 75%) police coverage. Response times and facilities could be better.	Adequate (>75%) police coverage, response times, and facilities.	Complete (>90%) police coverage. Good facilities and response times. No outsourcing.

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II. BASIC SERVICES & REQUIREMENTS (18 POINTS) (continued)	0	1	2	3
8. Fire services <ul style="list-style-type: none"> Adequate coverage of populated areas Adequate response times Adequate facilities within city limits 	Little (<50%) fire coverage or majority of fire services outsourced (outside city).	Some (approx. 50% to 75%) fire coverage. Response times and facilities could be better.	Adequate (>75%) fire coverage, response times, and facilities.	Complete (>90%) fire coverage. Good facilities and response times. No outsourcing.
9. Utilities <ul style="list-style-type: none"> Power, water, basic garbage, sewage Adequate coverage of populated areas Adequate facilities within city limits 	Little power, water, garbage, or sewage coverage (< 50%). Some or all of utility services outsourced.	Some power, water, garbage, or sewage coverage (> 50–90%). No outsourcing.	Adequate power, water, garbage, or sewage coverage (> 90–95%). No outsourcing.	Complete (>95%) power, water, garbage, or sewage coverage. No outsourcing.
10. Public transportation <ul style="list-style-type: none"> Public transportation facilities available Intracity: shuttle buses, streetcars Intercity: (large) buses, ferries, trains Sims are using public transportation 	No public transportation systems.	1 or more systems built. Sims not using them.	Sims using at least 1 public transportation system.	Sims using 2 or more public transportation systems.
11. Traffic control <ul style="list-style-type: none"> Transit systems coverage and effectiveness (wait times) Street congestion 	Gridlock! Traffic congestion throughout city.	Rush hour congestion (red). Wait times for public transit red.	Some congested streets during rush hour. Wait times for public transit yellow.	Very little congestion – traffic moving freely throughout city. Reasonable wait times.
III. TRADEOFFS (18 POINTS)	0	1	2	3
12. Green/clean industry, utilities <ul style="list-style-type: none"> Presence of cleaner industry (med-high tech) Green, clean utilities (wind, solar, or nuclear); Sustainable (wind, solar) Recycling centers 	No clean industry. No green/clean utilities.	Some green or clean utilities, but not all power generated is clean power. Recycling facilities inadequate.	All power is clean (but not necessarily sustainable). Industry is between 25–50% clean. Recycling centers present, limited capacity, usage.	All power is clean, sustainable. Industry more than 50% clean. Recycling centers present, adequate capacity, usage.
13. Pollution control <ul style="list-style-type: none"> Air, water, garbage, sewage 	Severe pollution (air, water, garbage, or sewage) covers more than 50% of city.	Severe pollution (air, water, garbage, or sewage) covers up to 50% of city.	Moderate pollution (air, water, garbage, and sewage) covers up to 30% of city.	Light pollution (air, water, garbage, and sewage) covers less than 25% of city.
14. Health services <ul style="list-style-type: none"> Coverage of residential areas Adequate response times and facilities 	Little (<50%) health coverage or majority of services outsourced (outside city).	Some (approx. 50% to 75%) health coverage. Response times and facilities could be better. No outsourcing.	Adequate (>75%) health coverage, response times, and facilities. No outsourcing.	Complete (>90%) health coverage. Good facilities and response times. No outsourcing.

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III. TRADEOFFS (18 POINTS) (continued)	0	1	2	3
15. Education services <ul style="list-style-type: none"> Coverage of residential areas Adequate enrollments, busing and facilities 	Little (<50%) education coverage or majority of services outsourced (outside city).	Some (approx. 50% to 75%) education coverage. Enrollments and facilities could be better. No outsourcing.	Adequate (>75%) education coverage, enrollments, and facilities. No outsourcing.	Complete (>90%) education coverage and enrollments. All levels of school facilities. No outsourcing.
16. Lifelong learning <ul style="list-style-type: none"> Education level 	2 or less.	Greater than 2.	Greater than 3.	Greater than 4.
17. Park & recreation <ul style="list-style-type: none"> Visits relative to population 	< 25 visits per 10,000.	> 25 visits per 10,000.	> 50 visits per 10,000.	> 100 visits per 10,000.
IV. CITY MANAGEMENT (9 POINTS)	0	1	2	3
18. Budget management <ul style="list-style-type: none"> Balanced budget Income > expenses Funds in treasury Taxation rate 	Bankruptcy. Expenses > income. Little or no funds in treasury.	Budget problems. Negative operating budget. Some funds in treasury, but less than 1 year of operating funds. Tax rates greater than 10%.	Balanced budget. Monthly transactions overall positive. Adequate funds in treasury (enough to cover basic upgrades). Tax rates 10% or less.	In the black. Monthly transactions positive. Sufficient funds in treasury to finance significant improvements. Tax rates 10% or less.
19. Mayor performance <ul style="list-style-type: none"> Opinion polls Advisor comments Mayor rating 	Impeach! Mayor rating < 50. Many complaints.	Mayor rating > 50. Many complaints.	Mayor rating > 70. Few complaints.	Mayor rating > 80. Few, if any, complaints.
21. Sim satisfaction <ul style="list-style-type: none"> Happiness Number of homeless Number of unemployed 	Sims are angry with current city conditions (mostly red to yellow).	Sims have many things they want to improve (mostly yellow).	Sims have a few things they'd like to improve, but are content (mostly light green).	Sims have mostly positive things to say about city affairs (mostly bright green).