

LearningSCAPES 2021		SCORE/DESCRIPTION	SCORE/DESCRIPTION	SCORE/DESCRIPTION
Disruptive Optimism		1, 2, or 3	4, 5, 6, or 7	8, 9, or 10
We aspire to select sessions that model active learning.				
Categories	Weight			
Relevance	30%	Little to no relevance or application to A4LE audience. Is an issue/topic that does not relate to the current industry professionals. Does not relate to any of the core competencies nor the conference topic.	Some relevance or application to A4LE audience. Topic has relevance to specific geographic areas and locations but has limited applications. Partially aligns with the either the conference theme or the core competencies.	Topic is highly relevant to broad segments of the A4LE membership and industry professionals globally. The proposal is closely aligned with the conference theme or the core competencies.
Innovation	30%	Content/Topic is a "sales pitch" and does not address either the conference theme nor the core competencies.	Content/Topic is something that has been delivered recently and often but still has interest to the A4LE audience.	Content is at the forefront of the industry and unique in its solutions/guidance.
Engagement	20%	Little to no interest and/or participation from audience. Case studies of individual architectural examples.	Presentation will incorporate some active engagement. Additional consideration given to proposals that site more than one architectural example.	Presentation will appropriately engage audience either through content and/or activities. Additional consideration given to proposals that site numerous architectural examples.
Speaker(s)	20%	Speaker(s) is/are not expert(s) on the topic or project and/or provide one or too narrow perspective.	Speaker(s) are informed but not necessarily considered an expert or provide a limited perspective. Additional consideration given to speaker teams with at least one educator.	Speaker(s) are informed and considered an expert. Additional consideration given to speaker teams with more than one educator.