

The Herald Review Scoring Guide

These guidelines will be used for ANY material reviewed in The Herald. This includes but is not limited to: books, comic books, musicals/plays, music, concerts, festivals, food, video games, movies, TV shows, art exhibitions, etc. Half-scoring (i.e. 6.5/10) is NOT allowed.

Score:	Description:
1/10	The lowest score that can be given. Nearly everything about the media being reviewed was poor in concept, execution, or both. For example, it could be that the production on an album was poor, or a video game's plot was convoluted, and weak gameplay couldn't save it. However, there was one or two positive things about the media. Used sparingly.
2/10	Very similar to a 1/10, except there were a few more positive aspects to the media that a 1/10 doesn't have. Perhaps an overwhelmingly bad movie had a cool scene, or its style of editing was unique.
3/10	Entering below-average territory. For example, a TV show might have had an interesting concept but didn't execute it very well.
4/10	Below average. For example, a video game may have lackluster gameplay and story but have an interesting art style and fun soundtrack.
5/10	Average work. Nothing was done exceptionally well, but it was competently done and will at least be a fun experience the first time around. The media doesn't break the mold.
6/10	Slightly above average work. There was real creativity behind the work. For example, a reboot of a beloved series may not change too much, but it does understand what made its original incarnation great and expands upon those elements.
7/10	Above average work. While it won't dazzle the audience and some aspects of the media may not quite meet expectations, the audience can tell there was real passion behind the work and it shows through. Some aspects of the media may be just average.
8/10	A great piece of media everyone should interact with at least once. Issues are minimal or the work may only suffer from one major issue. For example, a movie might have great acting, cinematography, editing, characters, and dialogue, but might have just average humor.
9/10	An excellent work. Very little of the work is average and nothing is done poorly. Some critiques may come from personal preference, but the reviewer can still acknowledge the skill with which the media portrays whatever the reviewer doesn't like. If something is just average, it will not be a huge part of the media or will be easily missable. For example, a video game based heavily on melee combat might have an average ranged combat system, but since this is not a huge part of the gameplay, it can be largely ignored.
10/10	A nearly perfect work. Issues are nonexistent or are very small. It becomes almost nitpicky to find issues to critique. Everything about the work is creative, interesting, and intentional. If there are issues, they may come down to the reviewer's personal preference, but the reviewer should still be able to acknowledge the skill at which the media conveys its message. Should be used sparingly.