| Element | Low Authenticity 0 | Mid Authenticity 1  | High Authenticity 1 |
| --- | --- | --- | --- |
| Colour |  |  |  |
| Size  |  |  |  |
| Position |  |  |  |
| Shape  |  |  |  |
| Detail  |  |  |  |
| Likeness to real world  |  |  |  |
| Anatomically correct  |  |  |  |
| The moulage fits **logically** within the scenario  |  |  |  |
| The moulage is presented as a **part of props/scene** |  |  |  |
| The moulage is at a **sufficient level** so as not to distract/confuse the participant  |  |  |  |
| **Simulation orientation** can mitigate low realism  |  |  |  |
| The moulage is **well-timed**, where appropriate  |  |  |  |
| The moulage **fits** with the scenario  |  |  |  |
| **COLUMN TOTAL**  |  |  |  |
|  |  | **TOTAL SCORE** |  |

**Scoring Instructions**: Rate each element according to the scale (0 – low, 1 – mid, 2 – high). The higher the score, the higher the authenticity.

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