OHI/O

OHIO STATE HACKATHON PROGRAM

Judging Guide

Thank you for being a part of our Hackathon and Makeathon!

This year, OHI/O is excited to conduct research on the learning outcomes of hackathons. This initiative will contribute to the expanding body of knowledge on hands-on learning and will help us enhance our programs. To learn more about this work Click Here. (link to summary of research)

Zoom Link

XXXXXXXXXXXXXXXX

Judge Schedule

Time (Friday)	Event
5:30 PM	**Recommended** **Judge & Mentor Training** on [Zoom](#)
Time (Sunday)	**Event**
11:00AM - 11:15AM	**Judge <u>Check-In</u>**
11:15AM - 11:45AM	**Judging Orientation**
11:45 AM	**Judging Zoom Opens** on Zoom Participants and Judges receive Zoom room assignments and move to Zoom breakout rooms
12:00PM - 1:45 PM	First Judging Period [Score Submission Form](#)
2:15PM - 4:00 PM	Second Judging Period [Score Submission Form](#)
5:00 PM	Showcase/Closing Ceremony On <u>Zoom</u> or In Person

Judging Overview

Who: All Judges, volunteers for OHI/O judging and volunteers for company judging.
- Note* Company judges will only review teams who addressed their challenge. OHI/O volunteers will review teams that did not submit to a company challenge.

Where: Judging will occur **virtually via Zoom Check In will be XXXXX**

When: <mark>Sunday October 20th,</mark> from **12:00 PM - 2:00 PM EST**.

How:
ALL Judges
1. Judges will be grouped into panels and assigned zoom breakout rooms after check in.
2. Each panel will see up to 10 teams present their projects. Rooms will have an OHI/O moderator to facilitate the judging process.
3. Each team will submit a 3 minutes video the represent their project
4. Judges will have 6 minuets for Q&A with the team
5. Judges will have 4 minutes to privately discuss among themselves in a break out room using the judging rubric and score scratch sheet to record the teams score.
   a. Each judge records an independent score following the rubric.
   b. The judging team should consolidate their feedback and identify a single group member to deliver that to the student team in the next step.
6. Judges return to the group room with 3 minutes to deliver feedback.
7. After all presentations are complete judges will have 30 minutes to review their rubric scratch sheet and submit final scores into the score submission form.

*Notes for Company Judges
1. Each Company will be provided a zoom breakout room and OHI/O moderator after check in.
1. All teams that submitted to your company challenge will be directed to your breakout room. In the case that the number of submissions merits more than one zoom room to stay on time your judges and teams will be divided.

2. Companies will be provided an OHI/O rubric for scoring. It is ultimately up to the company team to determine their winning project. Rubric scores and comments will be provided to teams for feedback and future growth.
3. At the end of the judging period report your winners directly to OHI/O Judging leads via private massage in Zoom.

Judging Criteria
At OHI/O we support students in gaining an entrepreneurial mindset and exploring big ideas through hands-on practices.

Please review the judging rubric at the link below.
https://docs.google.com/spreadsheets/d/1D3rvqp4YCuUxwiYCOVTew8CkgxjM6wxD/edit?usp=drive_link&ouid=117827201994096454338&rtpof=true&sd=true

ENTREPRENEURIAL MINDSET
LEARNING OUTCOMES

CURIOSITY
DEMONSTRATE constant curiosity about our changing world
EXPLORE a contrarian view of accepted solutions
CONNECTIONS
INTEGRATE information from many sources to gain insight
ASSESS and MANAGE risk
CREATING VALUE
IDENTIFY unexpected opportunities to create extraordinary value
PERSIST through and learn from failure

Empowering students with an entrepreneurial mindset is important because it helps them become creative problem-solvers, adapt to changes, and seize opportunities. It teaches them to think outside the box, be resilient in the face of failure, and develop skills that are valuable in any career, not just in starting their own businesses. This mindset prepares them for the challenges of the modern world and makes them more innovative and self-reliant. These are the project elements we look for in OHI/O.

Innovation Challenge the norm by analyzing existing solutions through testing or research, then exploring ways to improve or reinvent.
Creativity Being curious, ask questions that inspire growth and result in the artful application of scientific principles.
Communication Effectively communicating project concepts including a visual representation that explains the project's development process and purpose.
Project Development Leveraging knowledge and skills from the humanities, engineering, and science to make nontrivial innovations.
Impact The project seeks to provide a solution with potential social, economic/business, environmental or other tangible value.
Navigate challenges Testing ideas, recognizing barriers or failures as important moments of feedback and pivoting accordingly.

Following each team's presentation, judges are asked to engage with the presenting team through a Q&A session to clarify any aspects of the project and delve deeper into its details. This feedback is crucial for a comprehensive evaluation of each project and to support the team's hard work and growth.

In addition to verbal feedback during the Q&A and feedback session, judges have the opportunity to provide anonymous written feedback for each team via the Judging form. This feedback should be constructive and aimed at offering valuable insights for the team's future endeavors. The mechanism for submitting this feedback, along with the scores for each presentation, will be facilitated through a form shared in the zoom chat.

Required Technology

We will be using **Google Forms, and Zoom** for the judging process, so we ask for the following:

- Judging and check-in will occur on Zoom
- Scores will be reported using Google forms (link will be distributed via Zoom day of event)

Do's and Don'ts

Do:
- Score projects fairly and consistently based on technical merit and given guidelines.
- Let organizers know if you have any questions/problems with the judging process.
- Ask questions to teams about unclear aspects of a project.
- Consider elements of Curiosity, making Connections and Creative Value while reviewing.

Don't:
- Root for a specific team during the judging process, especially for returning participants who were past winners.
- Spend too long on any one team.
- Judge based on if projects have a good business plan. We want to reward teams based on their technical abilities and innovation.

Once Again, Thank You!

We greatly appreciate your expertise and support! Your efforts are creating an impact on all these bright students who are passionate about building amazing things. If you have any questions, feel free to contact our team at vadnere.1@osu.edu.