## **🏆 Project Evaluation Criteria – Simplified Breakdown**

### **1. Problem & Social Value (25%)**

* **Problem Clarity**: Explain the issue clearly.  
   *Example:* "Many students in our school struggle with math because they don’t have easy ways to practice outside class."
* **Impact Potential**: Show how your solution helps.  
   *Example:* "We made a fun math quiz app so students can practice anytime, which could improve their grades."
* **Stakeholder Analysis**: Identify who is affected.  
   *Example:* "We talked to students, teachers, and parents to make sure the app is useful for everyone."

### **2. Innovation (20%)**

* **Originality**: Make your idea stand out.  
   *Example:* "Our app has quick 5-minute quizzes, unlike other apps that take too long."
* **Ideation Process**: Explain how you came up with the idea.  
   *Example:* "We brainstormed, asked friends what they needed, and picked the best features."

### **3. Proof of Effort (25%)**

* **Progress Documentation**: Show your work steps.  
   *Example:* We moved from rough paper sketches to a tested digital prototype, then improved it using real user feedback.
* **Challenge Resolution**: Describe problems you fixed.  
   *Example:* "At first, the app crashed, but we tested it and fixed the bugs."
* **Resource Use**: Use what you have wisely.  
   *Example:* "We used free online tools and borrowed tablets to test the app."

### **4. Technical Merit (15%)**

* **Core Functionality**: Make sure the main feature works.  
   *Example:* "The quiz part of the app runs smoothly without errors."
* **Skill Development**: Learn something new.  
   *Example:* "We didn’t know how to code before, but now we can make simple apps."

### **5. Presentation (15%)**

* **Clarity**: Explain your project clearly.  
   *Example:* "We used short slides with pictures and a demo to show how the app works."
* **Teamwork**: Show how everyone contributed.