

Beginner

Title	Description	Points	Judge Notes
Creativity	How well did the participant do in coming up with a unique or unexpected idea? For example, using a novel technology in unexpected ways or cleverly combining technology or solving a problem. Perhaps exploring new forms of media or coming at existing media in new and exciting ways?	25	
Functionality	Does the project work as intended? How well does the demo run on the presentation video and/or on the judges laptop? Are there any glaring bugs?	20	
User Experience	How user-friendly is the project? Does it feel nice to use? Does it feel natural or have a clever way of interacting with the program?	10	
Usefulness	Could this be something someone in media or otherwise uses everyday? Does this tackle a real problem?	10	
Learned Experiences	Earned points for learning a new technology/skill or taking a currently known language to new heights. Teams should be clear in their presentations what they learned.	5	
Presentation	How well does the team show off their work to the judges via the demo, video, and/or writing? Is the presentation of the project clever, witty, or unique?	10	
Bonus	Something unique or wildly out of the box the team did to make their project stand-out.	10	

Bonus Mentor	Extra points for teams that mention by name a mentor they collaborated with and how they helped or lessons they learned.	5
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Developer Rubric

Title	Description	Points	Judge Notes
Creativity	How well did the participant come up with a unique or unexpected idea? For example, using a novel technology in unexpected ways or cleverly combining technology or solving a problem. Perhaps exploring new forms of media or coming at existing media in new and exciting ways?	20	
Functionality	Does the project work as intended? How well does the demo run on the presentation video and/or on the judge's laptop? Are there any glaring bugs?	15	
Technical Implementation	How well was the project technically executed? This includes the efficiency of the code, proper use of relevant technologies, and overall technical complexity.	15	
User Experience	How user-friendly is the project? Does it feel nice to use? Does it feel natural or have a clever way of interacting with the program?	10	
Usefulness	Could this be something someone in media or otherwise uses every day? Does this tackle a real problem?	10	
Learning and Innovation	Earned points for learning a new technology/skill or taking a currently known language to new heights. Teams should be clear in their presentations about what they learned and how they pushed the boundaries of technology.	10	
Presentation	How well does the team show off their work to the judges via the demo, video, and/or writing? Is the presentation of the project clever, witty, or unique?	10	

Collaboration	Did the team collaborate effectively and mention any mentors they worked with? Explain how collaboration positively impacted the project.	5
Bonus	Something unique or wildly out of the box the team did to make their project stand out.	10

Game Development

Title	Description	Points	Judge Notes
Creativity	How well did the participant do in coming up with a unique or unexpected game concept? Does the game delight players by subverting their expectations of what a game could be?	30	
Functionality	Does the game work as intended? Can this game be played by the judges via download or internet?	20	
Game Mechanics	How fun do the game mechanics feel? Does user intuitively know how to control the game?	10	
Fun	Does the game generally feel fun to play? Does it keep the judges wanting more?	10	
Story / Theme	Is there a unique story or theme here? How well does the game adhere to its proposed story or theme?	15	