



NASA
SPACE APPS
Kanjirappally



AMAL JYOTHI
COLLEGE OF ENGINEERING
AUTONOMOUS
KANJIRAPPALLY, KERALA, INDIA

NASA Space Apps Challenge 2024

Team Name : _____ Team Leader : _____

Type : College ☐ School ☐ Venue : _____

Room : _____ Desk No : _____

NO	CATEGORIES	CHECK BOX
1	Best Use of Science: The solution that makes the best and most valid use of science.	<input type="checkbox"/>
2	Best Use of Data: The solution that best makes space data accessible.	<input type="checkbox"/>
3	Best Use of Technology: The solution that exemplifies the most innovative use of technology.	<input type="checkbox"/>
4	Galactic Impact: The solution with the most potential to improve life on Earth or in the universe.	<input type="checkbox"/>
5	Best Mission Concept: The solution with the most plausible concept and design.	<input type="checkbox"/>
6	Most Inspirational: The solution that captures our hearts.	<input type="checkbox"/>
7	Best Storytelling Award: The solution that most creatively communicates the potential of open data through the art of storytelling.	<input type="checkbox"/>
8	Global Connection Award: The solution that best connects people around the world through technology.	<input type="checkbox"/>
9	Art & Technology Award: The solution that most effectively combines technical and creative skills.	<input type="checkbox"/>
10	Local Impact Award: The solution that demonstrates the greatest potential for local impact	<input type="checkbox"/>
11	Best design award	<input type="checkbox"/>
12	Best engineering solution award	<input type="checkbox"/>
13	Best software development award	<input type="checkbox"/>
14	Best multi disciplinary approach award	<input type="checkbox"/>
15	Best creat your own challenge award	<input type="checkbox"/>

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Judges Evaluation

VALUATION CRITERIA	Maximum Mark	Awarded Mark
Impact: How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?	5	
Creativity: How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?	5	
Validity: Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?	5	
Relevance: Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?	5	
Presentation: How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why is it important?	5	
Total Mark	25	

Evaluator Name

Evaluator Signature

Date :