

# HyperHacks Judging Guide

This guide will give you all the information you need to accurately judge HyperHacks submissions. Please contact an organizer if you have any questions

## How Judging Works

At HyperHacks, judging is split into three categories: technical impressiveness, design, and idea. These categories are designed to evaluate how well a project would do if it was launched. When judging, you will mark each category out of 5.

## Categories

### 1. Technical Impressiveness

At a high level, the team should demonstrate the skills required to fully complete the project if they were given more time.

5 Stars - The team has made it obvious that they have the skills to fully complete the project if given more time

4 Stars - The team is very likely to fully complete the project if given more time

3 Stars - The team is likely to fully complete the project if given more time

2 Stars - The team is somewhat likely to fully complete the project if given more time

1 Star - The team is unlikely to fully complete the project if given more time

**Important note:** If the project is very technically ambitious, you can increase the score to your discretion

### 2. Design

We want our projects to meet the high standard of design that modern consumers expect

5 Stars - The team demonstrates the ability to create designs similar to professional products

4 Stars - The team demonstrates the ability to create designs that are intuitive and have a clear theme

3 Stars - The team demonstrates the ability to intuitive designs

2 Stars - The team demonstrates the ability to create designs that are intuitive after learning how to use them

1 Star - The team doesn't demonstrate the ability to create a usable design

**Important note:** If the project is naturally complex and hard to design for, you can increase the score to your discretion

### 3. Idea

We want our participants to build unique projects that have business potential

5 Stars - The idea is unique, and has the potential to become a successful business

4 Stars - The idea is somewhat unique (eg. An improvement over an existing technology), but has the potential to become a successful business

3 Stars - The idea is unique, but has little potential to become a successful business

2 Stars - The idea is somewhat unique, but has little potential to become a successful business

1 Star - The idea isn't unique, and has little potential to become a successful business

**Important note:** Again, we don't want to punish ambitious projects, so you can increase the score to your discretion

## Cheat Sheet

	Technical Ability	Design	Idea
5	Team is certain to complete project with more time	Design is similar to professional products	Unique and has the potential to become a successful business
4	Team is very likely to complete project with more time	Design is intuitive and has clear theme	Somewhat unique and has the potential to become a successful business
3	Team is likely to complete project with more time	Design is intuitive	Unique but has little potential to become a successful business
2	Team is somewhat likely to complete project with more time	Design is intuitive after learning how to use	Somewhat unique but has little potential to become a successful business
1	Team is unlikely to complete project with more time	Design is unintuitive and lacks theme	Not very unique and has little potential to become a successful business