DIGI EDU HACK 2025

EVALUATION CRITERIA

Criteria	Description	Score
Quality	I. **Of the solution proposed**: To what extent is the solution clear, straight forward and easy to understand its **value proposition** and **objectives**? How well does the idea respond to the **needs and trends of digital education**? To what extent does the solution **combine different technologies or approaches** or stakeholder profiles? Does it require **interdisciplinarity**?	Max. 15 points
	II. **Of the team**: To what extent do team members have proven **experience/expertise** and competence in the thematic field concerned as well as the necessary **capacity** to successfully implement the idea? Do they have **complementary skills**? Do they show **engagement, motivation and commitment** to put the idea forward?	Max. 10 points
Relevance	I. **To the spirit of DigiEduHack 2025**: How well does the solution match the annual theme, the category and the challenges identified? To what extent does it demonstrate it could have a high potential impact bringing in **added-value to a variety of target groups** and triggering a **positive significant change to the education context** whether through influencing policies, practices, attitudes, or behaviors? Finally, to what extent does it **anticipate future digital education key issues** providing solutions to them?	Max. 15 points
	II. **To a wider societal spectrum**: To what extent will the solution have a **positive impact at social and environmental level**? Have i**nclusion and diversity** aspects been taken into consideration? To what extent will **vulnerable communities or minorities** benefit?	Max. 10 points
Originality	To what extent is the solution an original idea, having innovative elements compared to what is already available or being done by the education sector practitioners? Is the solution unique? Does it have a good level of creativity? To what extent is the proposed solution disruptive?	Max. 15 points
Feasibility	To what extent is the solution viable? Does it include a tentative realistic implementation plan, highlighting main overall milestones, resources required and key eventual barriers foreseen?	Max. 15 points
Sustainability	To what extent does the proposed solution, once implemented as a prototype, have the potential to successfully be further upscaled and to become a sustainable solution in the mid-long term?	Max. 15 points
Transferability	To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?	Max. 5 points
TOTAL		100

Please score with whole numbers, no decimals allowed

BENCHMARK SCORING GUIDE

DIGI EDU HACK 2025

1-25 points

Excellent	21-25
Good	16-20
Fair	11-15
Poor	6-10
Not good	1-5

1-15 points

Excellent	13-15
Good	10-12
Fair	7-9
Poor	4-6
Not good	1-3

1-5 points

Excellent	5
Good	4
Fair	3
Poor	2
Not good	1

Local winner categorisation grid

	QUESTION	YES	NO
Q1 Hackathon experience	Have the team members participated previously in several hackathons? It means they've had some exposure to similar events	☐	☐
Q2 Skills level	Do the team members have prior experience and knowledge about digital education, innovation, etc.? It means these topics are not new to them	☐	☐
Q3 Maturity solution	Have the team members already worked on the solution prior to their participation in DigiEduHack? It means the solution was not ideated during the hackathon	☐	☐

RESULT: Two or three clicks on **YES** means **"Experienced"**, except where the only YES is given to **Q1**. The resulting Category in that case would also be **"Experienced"**.

The statement after each question is only for clarification purpouses
Answers to a question can only be **YES** or **NO**. As a reference, these questions are very much linked with Sub Criterion 1.2. (Quality of the team).

Result definition: 2 or 3 clicks on **NO** means **"Beginners"**, except where there're 2 **NO**s given to **Q2** and **Q3**. The resulting Category in that case would be **"Experienced"**.

Local winner sub-categorisation grid

	QUESTION	DISRUPTIVE TECHNOLOGY	SOCIAL IMPACT
Q1 Added-value	Does the solution introduce a novel tool or technology **OR** does it rather propose significant added value to the society?	☐ YES ☐ NO	☐ YES ☐ NO
Q2 Focus outcomes	Does the solution focus on challenging and reshaping existing markets and aims to create economic value **OR** focuses on addressing societal issues and creating positive change? (monetary or non-monetary cause)	☐ YES ☐ NO	☐ YES ☐ NO
Q3 Target audience	Does the solution target businesses/ industries / consumers **OR** does it target individuals/ communities / specific societal groups that require assistance o'support?	☐ YES ☐ NO	☐ YES ☐ NO

RESULT: We count how many **YES** each sub-category obtained. The one having 2 or more will determine what the local winner is running for

Guidance – 1st part of the questions refers to colum "Disruptive Technology" and 2nd part to "Social Impact"

There can only be one **YES** and one **NO** per question.

Answers are exclusive: If we click **YES** to **"Disruptive Technology"**, we have to click **NO** to **"Social Impact"** and Vice versa. As a reference, these questions are very much linked with Sub Criterion 1.1. (Quality of the solution proposed) and with Criterion 2 (Relevance).

European Commission