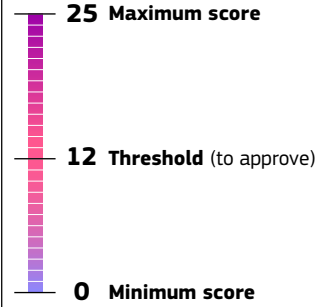
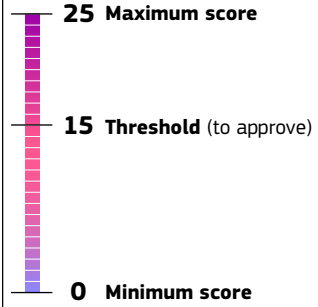
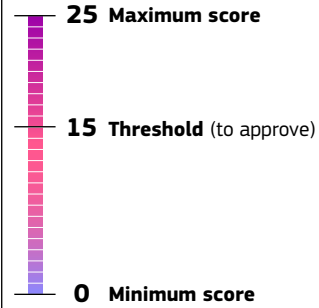
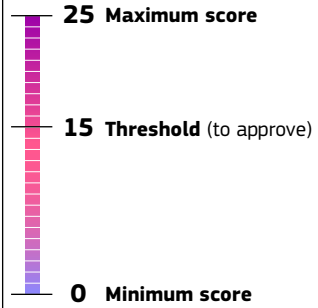
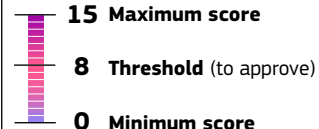
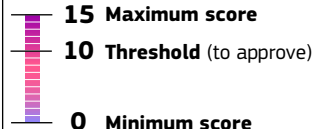
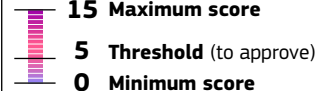
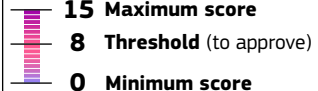
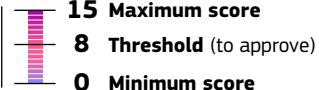
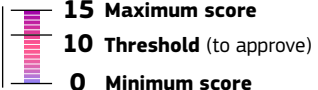
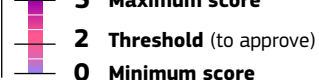
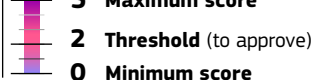
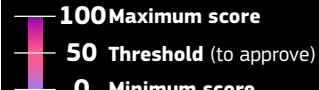
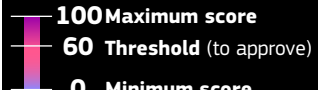
















EVALUATION CRITERIA GRID

Criteria on social impact	Description	Beginners	Experienced
Quality	<p>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. 10 points]</p> <p>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. 15 points]</p>	 <div> <div>25</div> <div>Maximum score</div> </div> <div> <div>12</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>25</div> <div>Maximum score</div> </div> <div> <div>15</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>
Relevance	<p>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. 10 points]</p> <p>II. To a wider societal spectrum: To what extent will the solution have a positive impact at social and environmental level? Have inclusion and diversity aspects been taken into consideration? To what extent will vulnerable communities or minorities benefit? [Max. 15 points]</p>	 <div> <div>25</div> <div>Maximum score</div> </div> <div> <div>15</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>25</div> <div>Maximum score</div> </div> <div> <div>15</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>
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?	 <div> <div>15</div> <div>Maximum score</div> </div> <div> <div>8</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>15</div> <div>Maximum score</div> </div> <div> <div>10</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>
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?	 <div> <div>15</div> <div>Maximum score</div> </div> <div> <div>5</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>15</div> <div>Maximum score</div> </div> <div> <div>8</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>
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?	 <div> <div>15</div> <div>Maximum score</div> </div> <div> <div>8</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>15</div> <div>Maximum score</div> </div> <div> <div>10</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>
Transferability	To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?	 <div> <div>5</div> <div>Maximum score</div> </div> <div> <div>2</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>5</div> <div>Maximum score</div> </div> <div> <div>2</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>
TOTAL		 <div> <div>100</div> <div>Maximum score</div> </div> <div> <div>50</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>	 <div> <div>100</div> <div>Maximum score</div> </div> <div> <div>60</div> <div>Threshold (to approve)</div> </div> <div> <div>0</div> <div>Minimum score</div> </div>

EVALUATION CRITERIA GRID

Criteria on disruptive technology	Description	Beginners	Experienced
Quality	<p>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. 10 points]</p> <p>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. 15 points]</p>	 <div> <div>25 Maximum score</div> <div>12 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>25 Maximum score</div> <div>15 Threshold (to approve)</div> <div>0 Minimum score</div> </div>
Relevance	<p>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. 10 points]</p> <p>II. To a wider societal spectrum: To what extent will the solution have a positive impact at social and environmental level? Have inclusion and diversity aspects been taken into consideration? To what extent will vulnerable communities or minorities benefit? [Max. 5 points]</p>	 <div> <div>15 Maximum score</div> <div>10 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>15 Maximum score</div> <div>10 Threshold (to approve)</div> <div>0 Minimum score</div> </div>
Originality	<p>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 technologically disruptive? <i>[It significantly alters or challenges the existing norms or practices in digital education, introducing a novel tool or technology which offers outstanding performance or efficiency]</i></p>	 <div> <div>25 Maximum score</div> <div>13 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>25 Maximum score</div> <div>15 Threshold (to approve)</div> <div>0 Minimum score</div> </div>
Feasibility	<p>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?</p>	 <div> <div>15 Maximum score</div> <div>5 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>15 Maximum score</div> <div>8 Threshold (to approve)</div> <div>0 Minimum score</div> </div>
Sustainability	<p>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?</p>	 <div> <div>15 Maximum score</div> <div>8 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>15 Maximum score</div> <div>10 Threshold (to approve)</div> <div>0 Minimum score</div> </div>
Transferability	<p>To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?</p>	 <div> <div>5 Maximum score</div> <div>2 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>5 Maximum score</div> <div>2 Threshold (to approve)</div> <div>0 Minimum score</div> </div>
TOTAL		 <div> <div>100 Maximum score</div> <div>50 Threshold (to approve)</div> <div>0 Minimum score</div> </div>	 <div> <div>100 Maximum score</div> <div>60 Threshold (to approve)</div> <div>0 Minimum score</div> </div>

BENCHMARK SCORING GUIDE

1-5 points

Excellent	5
Good	4
Fair	3
Poor	2
Not good	1

1-10 points

Excellent	9-10
Good	7-8
Fair	5-6
Poor	3-4
Not good	1-2

1-15 points

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

1-25 points

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