SOCIAL TECH LAB

Validation Criteria

VALIDATION CRITERIA

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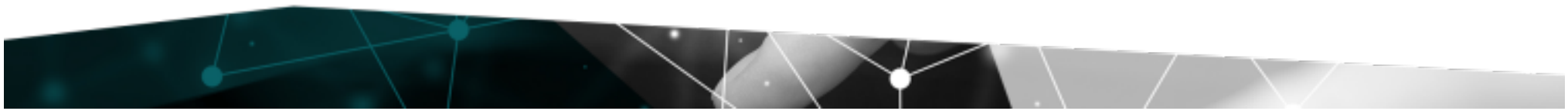
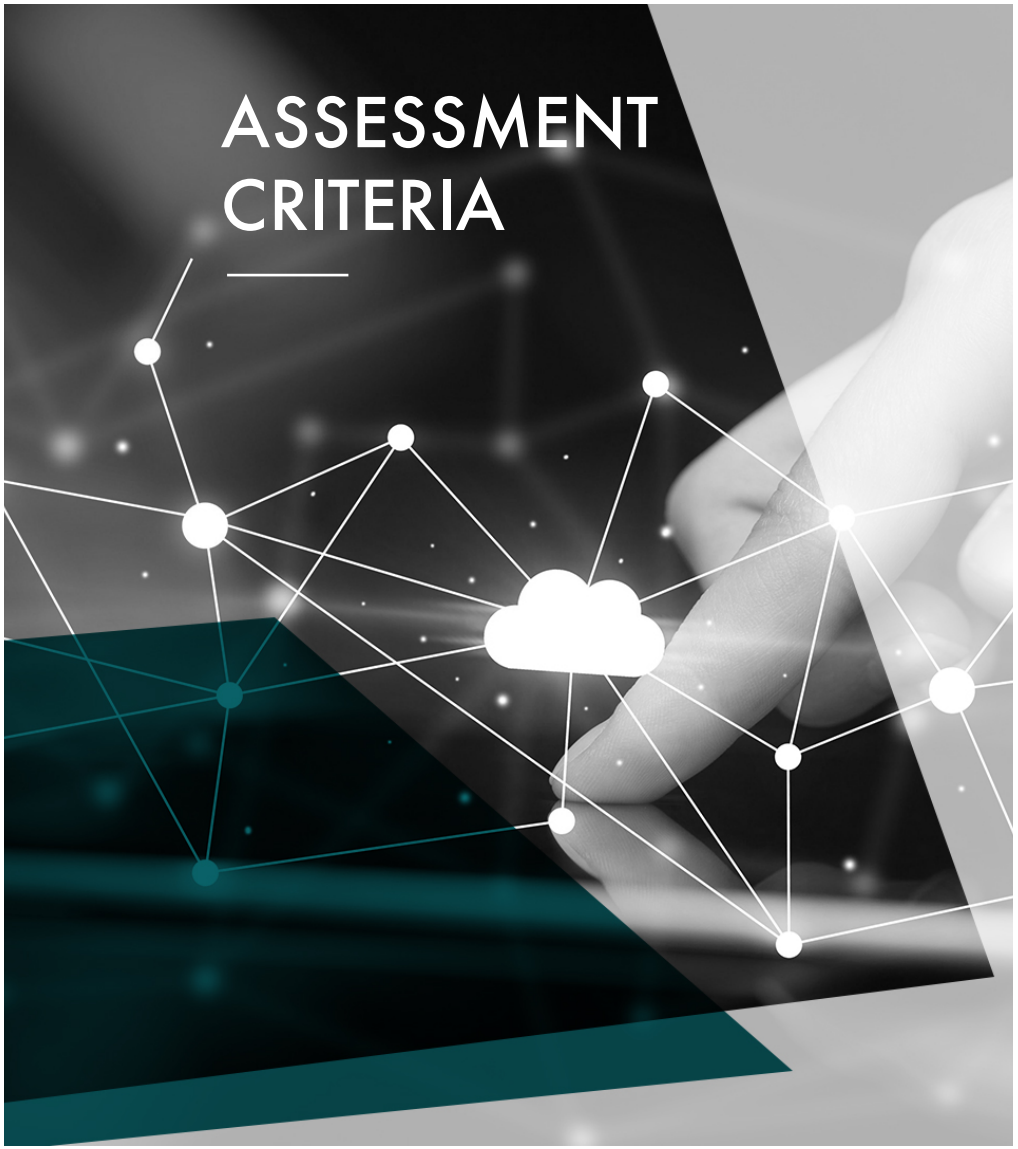
- The WTC teams will be evaluated by the Jury across 5 evaluation criteria through 4 evaluation phases from September until January 2018.
- Total points per evaluation phase: 100
    - Evaluation Phase 1: /100 points —> 15% of final grade
    - Evaluation Phase 2: /100 points —> 15% of final grade
    - Evaluation Phase 3: /100 points —> 15% of final grade
    - Evaluation Phase 4: /100 points —> 55% of final grade
- Final grade = /100 points - To pass, students must get a minimum of 50%.

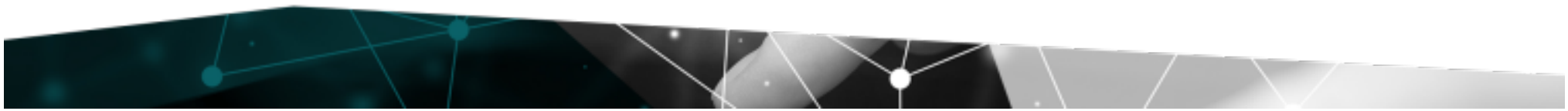




- Social Impact
- Demonstrable User Value
- Functional Technology
- Effective Teamwork
- Robust Business Model

PITCH SCORECARDS

- Pitch scorecards will be used by the Jury to evaluate the WTC Teams.
- There will be 4 evaluation phases, including the final pitch. Each phase will focus on a different assessment criteria area. The first Pitch phase will focus on Social Impact.
- It is important to note, though, that WTC teams will need to approach the development of their social tech in a holistic way, meaning that at each phase, they will need to demonstrate to the Jury that they have progressed across all assessment criteria areas.



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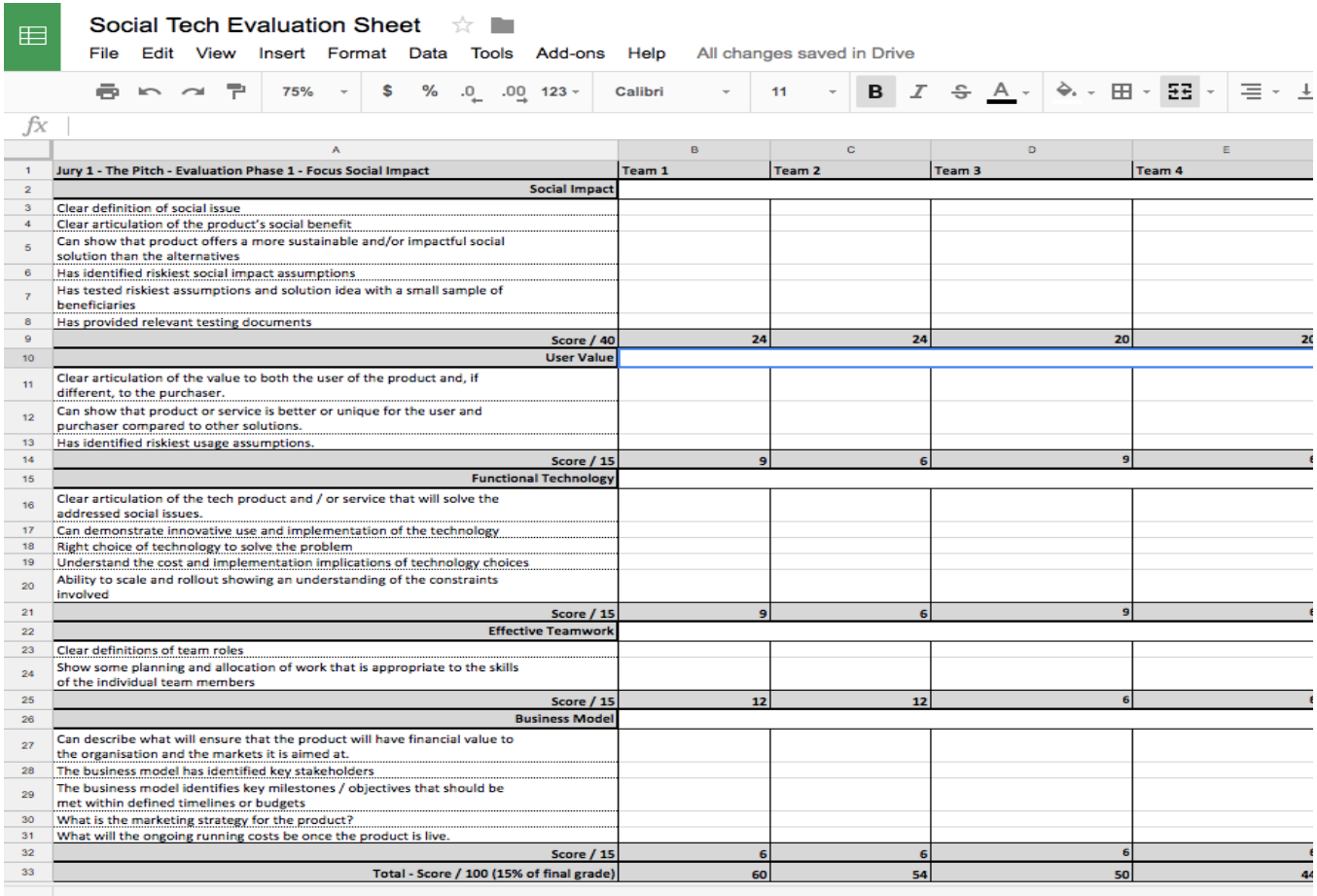

Social Tech Evaluation Sheet

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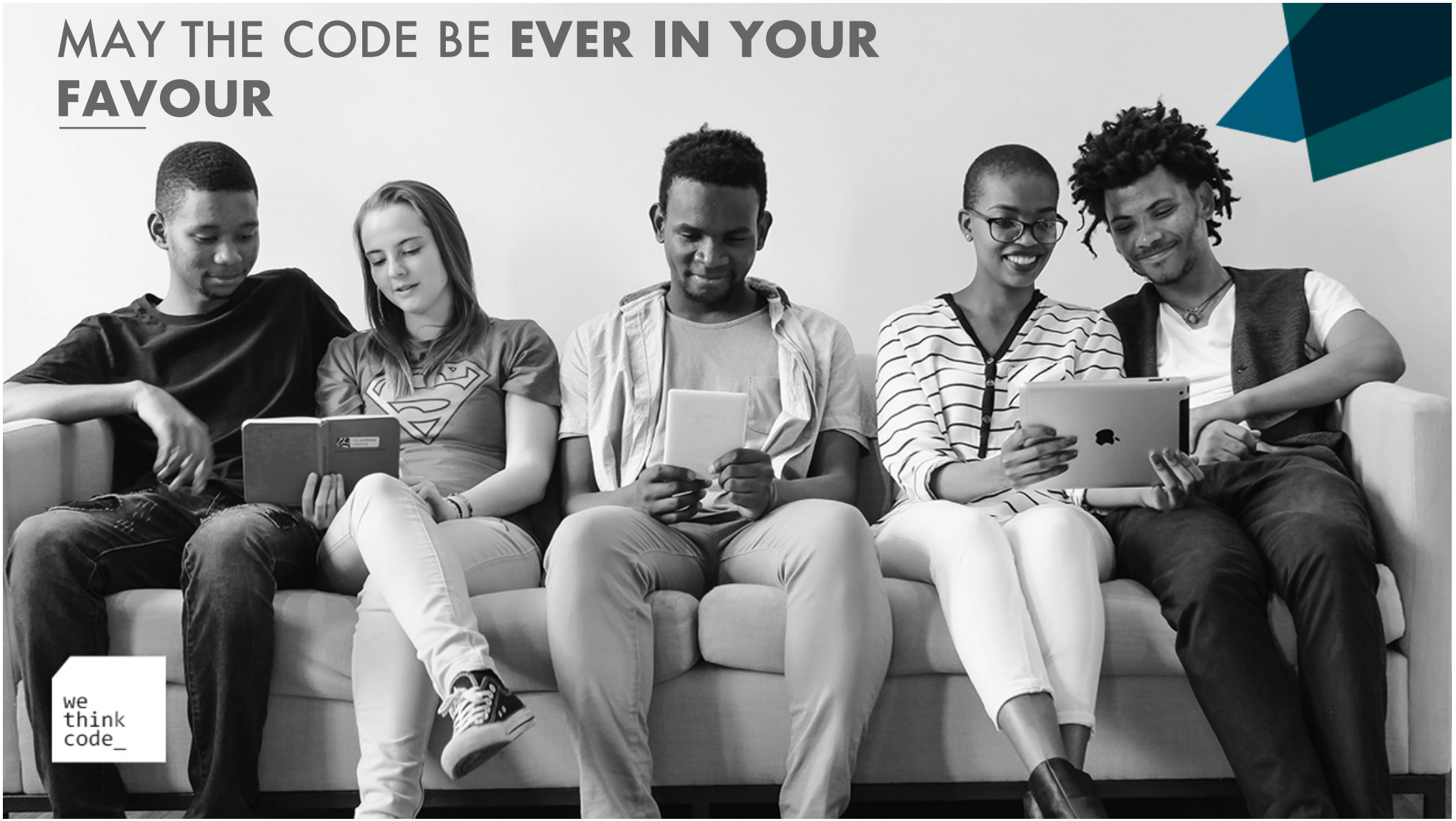
	A	B	C	D	E
1	Jury 1 - The Pitch - Evaluation Phase 1 - Focus Social Impact	Team 1	Team 2	Team 3	Team 4
2	Social Impact				
3	Clear definition of social issue				
4	Clear articulation of the product's social benefit				
5	Can show that product offers a more sustainable and/or impactful social solution than the alternatives				
6	Has identified riskiest social impact assumptions				
7	Has tested riskiest assumptions and solution idea with a small sample of beneficiaries				
8	Has provided relevant testing documents				
9	Score / 40	24	24	20	20
10	User Value				
11	Clear articulation of the value to both the user of the product and, if different, to the purchaser.				
12	Can show that product or service is better or unique for the user and purchaser compared to other solutions.				
13	Has identified riskiest usage assumptions.				
14	Score / 15	9	6	9	6
15	Functional Technology				
16	Clear articulation of the tech product and / or service that will solve the addressed social issues.				
17	Can demonstrate innovative use and implementation of the technology				
18	Right choice of technology to solve the problem				
19	Understand the cost and implementation implications of technology choices				
20	Ability to scale and rollout showing an understanding of the constraints involved				
21	Score / 15	9	6	9	6
22	Effective Teamwork				
23	Clear definitions of team roles				
24	Show some planning and allocation of work that is appropriate to the skills of the individual team members				
25	Score / 15	12	12	6	6
26	Business Model				
27	Can describe what will ensure that the product will have financial value to the organisation and the markets it is aimed at.				
28	The business model has identified key stakeholders				
29	The business model identifies key milestones / objectives that should be met within defined timelines or budgets				
30	What is the marketing strategy for the product?				
31	What will the ongoing running costs be once the product is live.				
32	Score / 15	6	6	6	6
33	Total - Score / 100 (15% of final grade)	60	54	50	44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