

Hackathon Criteria for Reveal

| Theme | Score (0-10) | Criteria | Description |
|-----------------|--------------|---------------------|---|
| Idea & Use Case | 10 | Creativity | How creative or innovative is the idea behind the app? |
| | 10 | Viability | How relevant is the app's use case to a real market or business problem? |
| Experience | 10 | Intuitiveness/Value | Is the overall user experience intuitive? Does the flow make sense? How quickly does the app's value become apparent upon initial use? How long would it take to feel comfortable with the experience? How much documentation would it require to feasibly use? |
| | 10 | Learning Value | How constructive was the time used to learn and work through challenges? |
| Implementation | 10 | Feasibility | Does it actually work? Could this app scale as a real solution with multiple users? |
| | 10 | Uniqueness | How well does the app leverage / refactor/ use a variety of different technologies or external services / APIs? |

Hackathon Criteria for Proposal

| Theme | Score (0-10) | Criteria | Description |
|-----------------------------------|--------------|-----------------------------|--|
| Idea & Use Case(Problem) | 10 | Creativity | How creative or innovative or meaningful is the problem motivating the app? |
| | 10 | Viability | How relevant is the problem stated to a real market or business problem? |
| Experience(Solution/technologies) | 10 | Intuitiveness of Solution | Is the overall solution intuitive? Does the flow explanation of the solution make sense? |
| | 10 | Technological Awareness | Are appropriate technologies stated as part of the solution? |
| Implementation(Time/challenges) | 10 | Feasibility of Time | Reasonability of time commitment? |
| | 10 | Understanding of Challenges | How well expressed are the challenges that they expect? |