Student Mobile App Presentation Scoring Sheet Legend

Criteria	0–1: Does Not Meet Standards	2: Meets Standards	3: Partially Exceeds Standards	4: Exceeds Standards	Score
Visual Aids & Timing	Unrelated, poor quality, distracting	Relevant, enhances understanding	Original, supports explanation	Highly engaging, professional quality	/4
Group Dynamic	Only one person presents	All team members are involved in the presentation	Team engages audience	Presentation flows naturally between all team members without prompting	/4
Landing Page Design	Missing or poorly designed	Basic layout, minimal content	Clear layout, some branding	Visually appealing, strong branding and CTA	/4
User Interface (UI)	Cluttered, inconsistent	Basic but functional	Clean, consistent, intuitive	Polished, professional, visually engaging	/4
User Experience (UX)	Confusing, hard to navigate	Usable but lacks flow	Mostly intuitive, some friction	Smooth, user-centred, delightful	/4
Functionality & Performance	App crashes or lacks core features	Basic features work	Most features work well	Fully functional, responsive, bug-free	/4
Innovation & Originality	Copy of existing ideas	Some unique elements	Creative approach	Highly innovative, solves real problems	/4
Technical Complexity	Very basic implementation	Moderate use of tech	Advanced features or integrations	Complex architecture, strong backend/frontend	/4
Target Audience Fit	No clear audience	General idea of users	Good alignment with user needs	Strong user empathy, tailored experience	/