

# Hack River Dell 2017 Judging Rubric

PROJECT NAME

TABLE NUMBER

FINAL SCORE

/40

	10 - Exceptional	5 - Fair	0 - Poor	Score
<b>Originality / Ambition</b>	Project has never been done nor attempted before. No other product or service has been offered that is reminiscent of this project. The project succeeds in implementing technically challenging elements.	Project is reminiscent of an existing product or service, but incorporates some original elements. Project may be an original take on an existing idea. The project attempts to implement technically challenging elements.	Project is a blatant copy of an existing product or service. The project does not include any original ideas, nor is an effort made to incorporate original ideas. The project does not make any attempt to incorporate technically challenging elements.	
<b>User Experience / Polish</b>	The user experience looks and feels professional, intuitive, and polished. It is apparent that serious dedication was put into making the experience of using the app enjoyable.	The user experience is tolerable, but there is a learning curve that is not notably intuitive or well thought out. Navigating the project requires demonstration and has a steep learning curve.	There is no attempt made at an intuitive or coherent user experience. User interface elements do not correlate with their intended actions and are unable to be learned without demonstration.	
<b>Overall Quality</b>	The project works completely from start to finish and no bugs were encountered. The project does not incorporate any useless features and was scoped out well considering the timeframe of the hackathon.	The project functions for its intended purposes but there are several bugs that hinder the use of the project. Some incorporated features are not particularly useful or are not coherent with the project idea.	The project appears incomplete and there is an obvious lack of effort. None of the intended features were fully implemented and bugs yield the project virtually unusable.	
<b>Quality of Pitch/ Presentation</b>	The presenters completely sold you on the utility and necessity of their project. This project is something that you would use/buy outside of the hackathon.	The project was not presented in a manner that excited you, although there is apparent utility. The project may include some interesting features or has been demonstrated well, but you are not completely sold that you would use it outside of the event.	The presentation is confusing and was obviously not rehearsed. The presenters did not demonstrate why their project should exist nor were they able to demonstrate what their project actually accomplishes.	

ADDITIONAL COMMENTS