jacobsHack!
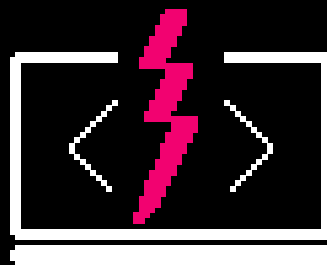
9-10 November 2019

JUDGING CRITERIA

JUDGING CRITERIA

Judges are helpful professionals who listen to a couple of pitches during the hackathon. The jury will decide on your demo. Below you can find the criteria on which the demos will (and will not) be judged during jacobsHack!.
An overview of the criteria, as well as weighing factors.

COOLNESS

"Coolness" is an attempt to measure the important "wow" factor: the impression the hackathon entry makes when you see it, and the gestalt of the demo. Is it something a human being would feel delighted, excited, empowered, or even relieved to use?

INNOVATION

Technology can be cool but not innovative—and vice versa. Apart from coolness, "level of innovation" is our take on participants' awareness of other attempts to solve the same problem they are, and how the team positions their hackathon entry.

DESIGN

A very good and efficient user experience design for the development of a mobile application is vital to creating experiences that are engaging.
A mobile app design that has a stunning look and feel is as a result of an efficient User Experience (UX) and User Interface (UI) design.

PITCHING

Pitching is one of the most important things in life. A good pitch, for example, can get you a new position in a company, letting investors believe in your innovation and it can convince customers to buy a new product or service.

WHAT WE DON'T CARE ABOUT

It is important to note that these judging criteria do not include how good the code or demo is. It does not matter if, for example, the code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. The code does not have to be production ready. The pitch can be a maximum of 2 MINUTES.

JACOBSHACK!			
TEAM NAME			
CRITERION	SCORE	WEIGHT	SUBTOTAL
COOLNESS		2	
INNOVATION		1	
DESIGN		1	
PITCHING		1	
TOTAL SCORE			
COMMENTS			

LIVE LONG.
HACK STRONG