

# ARCHHACKS JUDGING CRITERIA: 2-5 MINS

## INTRODUCTION

Here we present an overview of the four categories of the rubric. Please note that throughout this weekend, we have encouraged our attendees to create in the purest sense – integrating user feedback, professional advice, and unique backgrounds to build projects that are innovative, impactful, intuitive, and functional, without regard to the financial viability or perceived commercial traction of the product. We greatly appreciate you judging them true to this theme.

## INNOVATION

The submission should attempt to solve a problem related to health in a unique way. You may consider:

- How did the team come up with their project idea?
- How did they use the tools they had at their disposal?
- Did they think “out of the box”?
- If this is an attempt to solve a previously unidentified problem:
  - Why does the team feel that this problem exists?
  - How does their solution address the problem?
- If this is an attempt to solve an existing problem in a unique way:
  - Why does the team feel a new solution is necessary?
  - How does the new solution compare to solutions that already exist?

## IMPACT

The submission should be a practical attempt to solve a real-world problem around health. You may consider:

- Why does the team feel the problem they chose is an important one?
- How practical is the solution in the real world, in terms of effectiveness, expansion, applicability within real-world settings, etc.?
- If judging a specific prize category:
  - How does this project target the specific area stated in the prize category?

## USER EXPERIENCE

The submission should be intuitive and visually appealing. You may consider:

- How does the project work? How intuitive is its use?
- How user friendly is the project?
- How visually appealing is the project?

## FUNCTIONALITY

The submission should be functioning, even if it is buggy. You may consider:

- Does the project do what the team set out for it to do?
- If not, is it still usable to a certain extent?



FIRST FLOOR



SECOND FLOOR



THIRD FLOOR