

Judging Form for Judge_____

Team	ASD	Uniqueness	Creativity	Presentation	Usability	Robustness	<u>Total</u>
	Relevance						
1							/30
2							/30
3							/30
4							/30
5							/30
6							/30
7							/30
8							/30
9							/30
10							/30
11							/30
12							/30
13							/30
14							/30
15							/30
16							/30
17							/30
18							/30
19							/30
20							/30
21							/30

Judging Criteria

Please judge each team on a scale of 1 to 5 with 5 being “best” for each area (e.g., 5 is very relevant and important for ASD on the relevance metric whereas 5 is error-free on the robustness scale)

Relevance to Autism: We don’t expect teams to know everything about ASD nor to build products that work for everyone. We do, however, want to see some sensitivity to and consideration of the specific users (be they individuals with ASD, their friends and caregivers, teachers, or clinicians). How much does the team understand their target population? How well does the application fit the needs of this population?

Uniqueness: We encourage teams to check out the Apple AppStore, Google Play, various online lists of apps, and so on to make sure that what they are doing is not already in existence as a commercial product. How innovative is this solution over what is available currently? How unique is the idea among other appjam teams?

Creativity: We encourage teams to use their diverse skillsets to be creative in their problem solving and app design. Creativity does not necessarily mean more functionality. A really creative app might be really simple. How creative is the team’s app? How well do their creative solutions address the problems they are attempting to solve?

Presentation: We ask that teams prepare a poster, fliers, or other promotional and educational materials that go along with their app. Additionally, they all will demonstrate their apps during the judging event. How clear was their presentation? How confident and knowledgeable were they about their problem space, their app, and so on?

Usability: The best app in the world is useless if the target audience can't use it. Thus, a key criteria for Autism AppJam is usability of the app. Can users pick up the app and use it right away with no training? If training is required, are the materials and explanations the team provide sufficient for understanding how the app works?

Robustness: You never get a second chance to make a first impression. An app that crashes during a demonstration or when first downloaded won't be used by the people who need it most. Were there errors in the app? Did it have to be restarted? How well did the app (and the team) recover when there were errors? Could this app be deployed today?

Design Process:* Using Social Media, email, and other means, teams should convey their design process as they go. The best apps are likely to be well thought through, involve talking to users or experts in ASD, and be carefully designed (and sometimes even re-designed) throughout the competition.

* The final judging criteria will be determined by the AppJam committee prior to the judging night.