SHACKS 2021 Judging Rubric

Teams will be scored based on 4 categories:

- Technical Proof of Concept
- Creativity
- Feasibility
- Presentation

Score	12	9	6	3	0
Solution: Technical Proof-of-Concept	Solves the problem in a clear and understandable way. Solution is thoroughly thought out. UI is well done, clean, and easy to understand.	Solves the problem well. Solution is though out. UI is good and understandable.	Does a decent job at solving the problem. Solution is somewhat thought out. UI is cluttered.	Does a poor job at solving the problem, the solution is not thought out and does not relate to the problem space. UI is difficult to understand and/or doesn't look good	No Submission

UI - User Interface

Score	8	6	4	2	0
Creativity/Originality	Extremely creative, unique, and eye-catching.	Fairly creative, unique, and eye-catching.	Has been done before but with a twist.	Very common and not original.	Copy of existing product :(

Score	8	6	4	2	0
Feasibility Relevance to the prompt, definition of the problem, and usefulness to the stakeholders	Great understanding of the problem space as well as the needs of the customer and the bank. The solution virtually should be executed and very feasible	Good understanding of the problem space as well as the needs of the customer and the bank. The solution is feasible and executable	Understands the problem space as well as the needs of the customer and the bank. The solution is mostly feasible and executable.	Little understanding of the problem space and for the needs of the customer and the bank. The solution is not feasible and executable.	No submission or solution is completely unfeasible and does not solve the problem space that was provided

Score	4	3	2	1	0
Presentation Quality, style, flow, cleanliness, understandability, originality, uniqueness	Unique and original presentation	Fair amount of originality or uniqueness	Some originality or uniqueness	Basic, no wow factor	No presentation or submission
	Extremely polished and smooth. Logical flow and easy to follow. Transitions between team members are smooth.	Well put together and fairly easy to follow and understand.	Some difficulty following the flow of presentation. Little evidence of practice. Obvious mistakes.	Scrappy presentation, hard to understand and/or follow	
	Strong presentation skills such as word choice, pauses, intonation and body language*	Engaging presentation with thoughtfulness regarding items like word choice and intonation.	Some enthusiasm and a bit of attention paid to items like word choice, and intonation.	Lack of enthusiasm, very poor presentation.	
	Strong, eye-popping visuals such that engage the listener and strengthen the presentation	Good use of visuals to capture audience attention.	Visuals present but they are lower quality and harder to see/understand.	Very little visuals or visuals don't relate to the presentation.	

*body language – if applicable