

This comprehensive evaluation guideline is designed to assess hackathon projects across multiple criteria. It provides clear evaluation metrics, scoring rubrics, and detailed explanations for each criterion. The guideline is adaptable to various hackathon themes (e.g., AI/ML, Web3, Fintech, Sustainability) and ensures fair and consistent judging.

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## Evaluation Criteria

### 1. Innovation & Creativity

#### Score Scale: 1-10

**Description:** Assess the uniqueness and creativity of the idea. Does it bring a novel solution to an existing problem or introduce a groundbreaking concept?

- **1-3 (Low):** The idea is conventional, lacks originality, or is a minor iteration of existing solutions.
- **4-6 (Medium):** The idea shows some creativity but is not entirely unique or lacks a clear innovative edge.
- **7-10 (High):** The idea is highly original, addresses a problem in a novel way, or introduces a disruptive concept.

**Bonus Points:** +2 for ideas that challenge the status quo or introduce entirely new paradigms.

**Penalties:** -3 for ideas that are clearly copied or lack originality.

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### 2. Technical Implementation

#### Score Scale: 1-10

**Description:** Evaluate the quality of the build, including the complexity of the technology used, code quality, and overall functionality.

- **1-3 (Low):** The project is poorly built, with significant technical flaws, minimal functionality, or incomplete features.
- **4-6 (Medium):** The project is functional but lacks sophistication, has some bugs, or uses basic technologies.
- **7-10 (High):** The project is well-built, uses advanced or appropriate technologies, has clean and efficient code, and demonstrates robust functionality.

**Bonus Points:** +2 for exceptional use of cutting-edge technologies or seamless integration of multiple systems.

**Penalties:** -3 for non-functional projects or significant technical debt.

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### 3. Impact & Usefulness

**Score Scale: 1-10**

**Description:** Assess whether the project solves a real-world problem and evaluate its scalability, practicality, and potential impact.

- **1-3 (Low):** The project addresses a trivial problem or has minimal real-world applicability.
- **4-6 (Medium):** The project solves a relevant problem but has limited scalability or practicality.
- **7-10 (High):** The project addresses a significant problem, has high scalability, and demonstrates clear potential for real-world impact.

**Bonus Points:** +2 for projects that address pressing global challenges (e.g., climate change, inequality).

**Penalties:** -3 for projects that lack a clear problem statement or solution.

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### 4. User Experience & Design

**Score Scale: 1-10**

**Description:** Evaluate the visual appeal, usability, and adherence to UI/UX principles.

- **1-3 (Low):** The project has a poor design, is difficult to use, or lacks a user-friendly interface.
- **4-6 (Medium):** The project has a functional design but lacks polish or has minor usability issues.
- **7-10 (High):** The project is visually appealing, intuitive, and provides an excellent user experience.

**Bonus Points:** +2 for exceptional attention to accessibility or innovative design elements.

**Penalties:** -3 for projects with no user interface or significant usability flaws.

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## 5. Pitch & Presentation

### Score Scale: 1-10

**Description:** Assess how effectively the team communicates their idea, including clarity, engagement, and presentation skills.

- **1-3 (Low):** The pitch is unclear, disorganized, or fails to convey the project's value.
- **4-6 (Medium):** The pitch is understandable but lacks enthusiasm, clarity, or fails to highlight key aspects.
- **7-10 (High):** The pitch is clear, engaging, and effectively communicates the project's value, innovation, and impact.

**Bonus Points:** +2 for exceptional storytelling or use of visuals/demos to enhance the presentation.

**Penalties:** -3 for incomplete or overly technical pitches that fail to engage the audience.

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## 6. Completion & Feasibility

### Score Scale: 1-10

**Description:** Evaluate how much of the project is completed within the hackathon timeframe and assess its feasibility as a functional product or prototype.

- **1-3 (Low):** The project is incomplete, non-functional, or lacks a clear demonstration of feasibility.
- **4-6 (Medium):** The project is partially complete, with some functional components but significant gaps.
- **7-10 (High):** The project is fully functional, demonstrates feasibility, and meets the hackathon's objectives.

**Bonus Points:** +2 for projects that exceed expectations in terms of completeness or demonstrate a clear path to future development.

**Penalties:** -3 for projects that are entirely conceptual or lack a working prototype.

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### Bonus Points & Penalties

- **Bonus Points:**
  - +2 for interdisciplinary collaboration (e.g., combining AI/ML with sustainability).

- +2 for exceptional teamwork or overcoming significant challenges.
- **Penalties:**
  - -5 for plagiarism or use of pre-built solutions without significant modification.
  - -3 for lack of adherence to hackathon rules (e.g., missing deadlines, incomplete submissions).

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### Judging Tips for Fair Evaluation

1. **Consistency:** Use the rubric consistently across all projects to ensure fairness.
2. **Clarify Doubts:** Ask teams clarifying questions during presentations to better understand their work.
3. **Focus on Impact:** Prioritize projects that demonstrate real-world impact and scalability.
4. **Avoid Bias:** Evaluate projects based on their merits, not personal preferences or team demographics.
5. **Collaborate with Judges:** Discuss scores with other judges to ensure alignment and fairness.

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### Scoring Summary Table

Criterion	Score (1-10)	Bonus/Penalty	Notes
Innovation & Creativity			
Technical Implementation			
Impact & Usefulness			
User Experience & Design			
Pitch & Presentation			
Completion & Feasibility			
<b>Total Score</b>			