DEMO DAY

MARKING CRITERIA

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| **Criteria** | **Description** | **Mark** | **Feedback Notes** |
| **Idea** | * How did students come up with the solution? * How creative the idea is? * How realistic is it? | 3 |  |
| **Technical Craftsmanship** | * Frontend technologies? * Frontend must be accessible to people of various screen sizes. * Backend technologies? * Backend must feature at least *three* database tables (models) * Backend must have a RESTful API to source the data that is populated into the Frontend * App must be deployed somewhere accessible on the general internet (e.g. Heroku / Netlify) and be accessible to anyone * App source code must be freely browseable on GitHub * App must have a notion of users and authentication * App must feature both “reading” and “writing” activities (e.g. a collection of GET and POST actions) | 9 |  |
| **UI UX** | * Is the app feature/function aligned with the product goals? * Is the app feature/function solving an user pain point in the community? * By interacting with the app on the InVision mockup, do you understand the flow of the app? * Do you feel confused in any screens? * Does this mockup app feature applicable with the Heuristics Evaluation? * Is this mockup app feature aligned with the brand color identity? * Does this mockup app feature have the relevant use of icon, button and word choices? | 7 |  |
| **Team-work** | * How did they distribute workload between team members? * How did they solve team problems? * What were the hardest part when they teamwork? | 3 |  |
| **Presenter** | * Was the presenter passionate and articulate? * Did the presenter handle the judges questions in a confident way? (You will able to know how the presenter understand and master their app idea feature here) | 2 |  |
| **Product future** | * What features that students would like to develop more? * How to students intend to improve and maintain product? * What’s the long-term plan for this product? | 3 | 27. |
| **TOTAL** |  |  |  |