

RUBRICS

Prizes

Technical prizes: The following prizes will be shortlisted by judges' scoring and comments according to the rubrics below, and if necessary, finalised by BuildingBloCS Exco:

- Best Idea
- Best Execution
- Participants' Choice

Vibes-based prizes: The following prizes will be shortlisted by judges' comments according to their discretion, and finalised by BuildingBloCS Exco:

Category	Description
Most Overengineered	Awarded to the project that solves a simple problem with the most elaborate, excessive, or unnecessarily complex approach.
Most Impressively Useless	Awarded to the project that displays exceptional creativity while providing little to no practical value whatsoever.
Most Quirky	Awarded to the silliest, quirkiest project
Best Use of CSS	Awarded to the project that showcases exceptional creativity, skill, and/or innovation through its application of CSS.
Most Creative Tech Stack	Awarded to the project that combines technologies in a novel, unexpected, or uniquely inventive way.

Mystery prizes: There will be **two mystery prizes** which will be selected by BuildingBloCS Exco. *Prize description and winners will only be announced on the prize presentation day.*

Scoring for Participants' Choice

- Technical Accomplishment (40%, contributes to **Best Execution** prize)
- Originality (20%, contributes to **Best Idea** prize)
- Completeness (20%)
- Feasibility & Significance (20%)

Technical Accomplishment (40%)

*Higher scores will be considered for the **Best Execution** prize.*

Score	Description
9-10	<p>Advanced or non-trivial techniques and mastery of technical concepts.</p> <p>Seamless use of multiple technologies, showing a deep understanding of how the technologies interlink.</p> <p>Fully functional with no major bugs or missing features, thus increasing real-world viability.</p>
7-8	<p>Above-average implementation with well-structured design, demonstrating a solid grasp of technical concepts but lacking the highest level of sophistication.</p> <p>Uses multiple technologies effectively, though deeper customisation or optimisation could enhance the project.</p> <p>Fully functional, though minor issues or missing edge cases slightly reduce robustness.</p>
5-6	<p>Standard implementation that solves the problem effectively but does not employ advanced or highly optimised techniques.</p> <p>Uses basic implementations of technologies but may not fully leverage their capabilities.</p> <p>The project works and meets most requirements, but some key features may be missing, buggy, or unrefined.</p>
3-4	<p>The project applies basic or surface-level solutions, showing some attempt at problem-solving, but lacks depth in execution.</p> <p>Limited or incorrect use of technologies, suggesting incomplete understanding of chosen tools. The integration hinders execution rather than enabling it.</p> <p>The project is partially functional, with notable gaps in execution. Core features are missing or unstable, making it difficult to test in real-world scenarios.</p>
1-2	<p>The project is overly simplistic or barely implemented, indicating minimal effort or misunderstanding of core technical concepts.</p> <p>Minimal or ineffective use of external tools and technologies. The chosen tech stack may not be relevant or is misused, leading to poor execution.</p> <p>The project is largely incomplete, broken, or non-functional, failing to meet core hackathon criteria.</p>

Originality (20%)

*Higher scores will be considered for the **Best Idea** prize.*

Score	Description
5	Highly innovative, ingenious, and impactful idea with strong feasibility and excellent relevance to the theme
4	Very innovative, ingenious, and impactful idea with strong feasibility and good relevance to the theme
3	Innovative, ingenious, and impactful idea with feasibility and relevance to the theme
2	Moderately innovative, ingenious, and impactful idea with some feasibility and relevance to the theme
1	Somewhat innovative and ingenious idea with limited feasibility and relevance to the theme

Completeness (20%)

Score	Description
5	Fully complete idea and implementation with all necessary components
4	Mostly complete idea and implementation with minor components missing
3	Partially complete idea and implementation with some major components missing
2	Incomplete idea and implementation with significant components missing
1	Very incomplete idea and implementation with crucial components missing

Feasibility & Significance (20%)

Score	Description
5	Highly feasible and significant idea with strong potential impact
4	Feasible and significant idea with potential impact
3	Moderately feasible and significant idea with some potential impact
2	Somewhat feasible and significant idea with limited potential impact
1	Not feasible or significant idea with minimal potential impact