



# HSS Hacks Judging Criteria

Participants should use this guide to come up with an idea that would win based on these criteria. The judges should use this chart to choose the winning projects. There are 5 categories of innovation, functionality, practicality, design and and pitch video. The max marks for each category is written in front of it in parenthesis. For judging, go through each criteria one by and use the description under ""acceptable", "good", and "exceptional" to decide a score. The score given for each criteria would then add up to a total of max 43 marks. Projects with the highest scores will win.

Criteria / Score	Acceptable	Good	Exceptional
Innovation (10)	Falls under this category if the idea presented is a replica of a very well known app, or recreates a common idea without modifying our improving upon it. Give score between 1 to 4.	The project us based on a lesser known app, or recreates another app while modifying/improving it. Give a score between 5 and 8.	The project is completely novel and new. Very few or no apps like this project have been made before. Give either a score of 9 or 10.
Functionality (10)	The app doesn't or barely works in the pitch video. There is no instruction for how the judges should run the code and the code doesn't work. Give a score between 1 to 4.	The app functions well, but it is difficult to understand how it should be used. There are errors that prevent the user from using the app properly. Give a score between 5 to 7.	There are very few bugs, the bugs don't hamper the user experience much. The app works just as it was shown in the pitch video or in similar manner. Give a score between 8 to 10.
practicality (10)	Neither the app nor the concept of the app can be used in the real world. The places where a project like this can be used are very limited and very few people will be impacted by it. Give a score between 1 to 4.	The concept has potential for real world use, and the software, if improved upon, could be helpful for some people. Give a score between 5 to 8.	The both the idea and the app made can have a huge impact on a group of people. Give either a 9 or a 10.
Design(8)	Little thought went into creating the UX and UI. The UX is confusing and makes the app difficult and confusing to use. Give a score between 1 to 3	UX is difficult to understand, but useable. The design is thoughtful and consistent. An effort has been put into designing it. Give a score between 4 to 7.	The app is very easy to use and there is a lot of attention to detail in the design process. The design looks exceptional (taking into consideration that it is a prototype). Give a score of 8.
Pitch Video (5) Deduct one mark for each extra 30 seconds (max is 3 mins)	The pitch video is confusing and doesn't explain the what the app is supposed to do. Give a score of 1 or 2.	The video explains the concept of the app and describes what it does. It uses a different medium to explain it (ie. a slideshow). Give either 3 or 4.	The video uses a new and creative way of presenting the the project <u>or</u> it explains how the project actually works with a diagram or in another format. Give a score of 5.

While giving scores, keep in mind that the participants only had 48 hours to make the project and that the projects are only prototypes, so even the best ones might have some flaws.