



Judging Instructions

Judging Criteria

1. **Stakeholder Validation** – Are teams building something that stakeholders (students, parents, teachers, administrators) actually want? How well does the team understand their stakeholders and their stakeholders' needs? Did the team get out and talk to customers? What is the value proposition to stakeholders/learning community?
2. **Need & Solution** – How does the team plan on executing the idea in the classroom/school/learning community? Have they thought about (either solved or identified problems) the needs of the community, research in the field, implications for implementation?
3. **Execution and Design** - Have they designed a viable digital artifact during the event (software, hardware, etc.)? Does it captivate the user? Were they able to demo something functional?'
4. **Presentation** - Does the presentation clearly address the need for the project? Does the team answer the questions with specific data to support the solution?

Instructions for Judging

- Use a different score sheet for each team.
- Rate the team in each category on a scale of 4-1. (4= Surpassed all your expectations in the category, 1=minimally met expectations.)
- Take notes on each team for each category. *Please give them useful feedback - we will be giving the sheets to the teams after the event.*
- The primary purpose is aid in deliberation, rather than provide a recipe to calculate the winning teams.

Instructions for Deliberation

- All teams will be recognized for their participation.
- Choose the team that most thoroughly represents the four judging criteria.
- The overall winner should be the team that shines the most in all four categories. The overall winner should be the team you would most anticipate developing the project/idea.