## **Judging Scorecard**

Group Name:		Project:		Final Score:/25
	Score		Category	
1 2 (Poor)	3 (Fair)	4 5 (Great)	<ul> <li>Usefulness of Solution: How well does the proportion to the core problem it attempts to address?</li> <li>Evaluates idea, not finished product</li> <li>How useful is the solution to those facing the</li> <li>An excellent solution to a problem with a small should be scored higher than mediocre solution problem</li> </ul>	e problem? aller target population
			<u>Innovativeness</u> : How original and unique is the s	olution?
1 2 (Poor)	3 (Fair)	4 5 (Great)	<ul> <li>Is there other software out there that solves this software meaningfully different?</li> <li>Does this software solve a unique problem?</li> <li>Is this software unique within this hackathon</li> </ul>	·
1 2 (Poor)	3 (Fair)	4 5 (Great)	<ul> <li>Application to Theme- Connect: How well does to our ability to connect with each other, with technorganizations?</li> <li>Evaluates both the software's idea and imples the ability of the team to explicitly communic our connectiveness</li> <li>Many different types of connections are access</li> </ul>	nology, and/ or with ementation, as well as cate how it improves
1 2 (Poor)	3 (Fair)	4 5 (Great)	<ul> <li>Ease of Use/ User Interface: How easy is this soft appropriate is the user interface for the target at a primarily evaluates software as implemented consideration prototypes or designs presented.</li> <li>Does the user interface meet the needs of the demographics?</li> <li>Very high or low aesthetic appeal will also be</li> </ul>	udience? I, but can also take into ed by team e targeted
			Implementation: How well did the team implem	
1 2 (Poor)	3 (Fair)	4 5 (Great)	<ul> <li>Solely evaluates the quality of the software s</li> <li>Is the software working?</li> <li>How completely did they implement their proposes the software run as expected? Are there make it difficult/ impossible to use?</li> </ul>	oposed solution?

Additional Comments (continue on back as needed):