Team Name: _____

Criteria	5	4	3	2	1	0
Innovativeness	Project is unheard of and is profoundly different than typical designs. Eyecatching	Project is somewhat unhead of, and adds a completely different feature or design from an existing idea. Project improves on the existing idea.	Project already exists, but implemented with largely different features or designs. Project somewhat improves on the existing idea.	Project already exists, but implemented with slightly different features or design. Project attempts to addresses improvements needed.	Project already exists, but implemented with one or two different features or design.	Project is already existence, and team did not add any new features.
Quality of implementation	Team offered a definitive conclusion and the project is fully implemented	Team offered a conclusion, and project is somewhat functional, with most desired features implemented. Project can be used with a few minor additions.	Team offered part of a conclusion, and project is not fully complete, with only a few desired features implemented. Project can be somewhat demonstrated, but one or two major functionality aspects need to be added.	Team offered no or part of a conclusion, and the project has at least one desired feature implemented. Either a functional backend or frontend portion of the project can be demonstrated, but there need to be major functionality aspects added.	Team offered no conclusion, and the project has no concrete implementation, and is more of an idea or proposal.	Team offered nothing to show
Qualitity of presentation *** Note: project does not have to be fully functional for a team to succeed in this category.**	Presentation was creative and practiced, and functionality of project worked as described.	Presentation was clear and practiced, and team easily demonstrated all aspects of their project.	Presentation was clear and functionality was demonstrated with some bumps.	Presentation was somwhat clear and functionality was poorly explained.	Presentation and project idea were unclear.	Team did not present.
Teamwork	X	X	X	Every team member showed understanding of the project AND code during the live presentation. Each team member spoke to their personal contributions. Each team member had an opportunity to present during the live presentation.	Some team members showed understanding of the project OR code during live presentation.	Only one team member showed understanding of the project during the live presentation
Embodiment of Theme	X	X	Project fully embodies hackathon theme of CampusTech in two or more of the following ways: addresses a student-centered need, addresses a faculty-centered need, addresses a department-centered need, offers a new and non-existent technology for student use, demonstrates understanding of USF affiliates as their users	Project somewhat embodies hackathon theme of CampusTech in at least one of the following ways: addresses a student-centered need, addresses a faculty-centered need, addresses a department-centered need, offers a new and non-existent technology for student use, demonstrates understanding of USF affiliates as their users	Project attempts to embody hackathon theme of CampusTech in one of the following ways: addresses a student-centered need, addresses a faculty-centered need, addresses a department-centered need, offers a new and non-existent technology for student use, demonstrates understanding of USF affiliates as their users	Project is not relevant to the theme
Total Points Possible						
Total Points						