

Evaluation Grid

UHACK 2024

ASSESSED COMPONENTS		SCORE: Scale of 1 to 5		
		Weak (1)	Average (3)	Strong (5)
RELEVANCE AND POTENTIAL IMACT	Choice of problem to be solved	<i>Not well defined or irrelevant</i>	<i>Relevant issue identified</i>	<i>Relevant and well-defined problem, related to the context</i>
	Potential impact of the solution	<i>Low impact</i>	<i>Significant impact</i>	<i>Important impact</i>
INNOVATION AND ACHIEVEMENT	Originality/novelty of the solution	<i>Obvious solution</i>	<i>Quite original</i>	<i>Very original</i>
	Financial and technical feasibility	<i>Not considered</i>	<i>Seems feasible</i>	<i>Clearly feasible</i>
	Prototype's level of progress	<i>Minimal paper prototype</i>	<i>Some technical elements implemented</i>	<i>Significant implementation</i>
USER INTERFACE	Interface aesthetics	<i>No aesthetic research</i>	<i>Adequate aesthetics</i>	<i>Visually pleasing, well thought out</i>
	Interface conception	<i>Poor useability</i>	<i>Seems not very usable</i>	<i>Logical and efficient</i>
PITCH	Quality of the presentation (well structured, relevant visuals).	<i>Confusing</i>	<i>Correct structure, visually average</i>	<i>Good structure, good visuals</i>
	Convincing arguments.	<i>Unconvincing</i>	<i>Quite convincing</i>	<i>Well-sold solution</i>
OVERALL IMPRESSION	Overall quality of work, considering the team's educational background.	<i>Below expectations</i>	<i>Average work</i>	<i>Impressive work</i>
PARTICIPATION	Presence of team members during competition	<i>Absence or minimal presence</i>	<i>Presence at several times during competition</i>	<i>Presence at all times</i>