# Scoring Rubric for ImpactHack

Team/Project Name: _____

| Category | No Credit (0 points) | Developing (1 points) | Effective (2 points) | Excellent (3 points) |
|---|---|---|---|---|
| **Fit** Does the product address the prompt? | The project has very little or no application. | The project takes wide liberty with the prompt and is only loosely related. The core messages are missing. | Project addresses the prompt but diverges in some core aspects. It is useful in theory but lacks aspects in execution to bring it into reality. Alternatively, the project develops an new idea that reasonably fits the hackathon. | The content of the project directly addresses the prompt. Project has application in a clear, unique way. Alternatively, the project develops an new idea that fits the hackathon goals well by coordinating with the organizers. |
| **Innovation** Does the product introduce a new approach or perspective, technical, analytical, or visual? | The chosen technology and design is already deeply established. | The code adds a new twist on established design. The new code provides a better/faster/clearer way to attack the problem than the old one | The new project tackles a problem that has been overlooked/ignored in the past, or attacks a problem with a new angle / on a bigger scale / on a higher level | The technology or design breaks ground. The new project attacks a new problem and provided a good solution |
| **Functionality** Does the product function as intended? Is it robust and easy to interact with? | Site is less than 20% functional (e.g. buttons don't work, data doesn't pull, etc). | Site is semi-functional. Has 20-40% of functionality intended. Does some of the things it is intended to do. | Site is mostly-functional (40-80%). Does most of the things it is intended to do, but is missing some functionality. | Site is fully functional (80-100%) - meets intentions (e.g. actually does what you say it is supposed to do). |
| **Design** Is the product aesthetically pleasing? Does the design of the product elevate its message? | No design,The project is univiting and does not elevate the message | Some intentionality is put into the UX and UI but navigation is not intuitive. Message is somewhat muddled. | Project is well designed and easy to use. Message is clear. additional directions are needed to easily navigate project. | Message is communicated fresh and compelling.Design is beautiful. Project is very well organized and user can use application without any additional instructions. |
| **Extensibility** Can the product be easily expanded in the future? | Project is not interactive in any way and is not utilizing code. | Project is interactive and code is easily accessible, but is does not use open frameworks or is difficult to further develop. | Project uses conventions that make it extensible, like it distinguishes between data, code and front end design and uses open frameworks. | Overall project is very clear how it was developed (framework, coding conventions, naming conventions), and has some in code documentation attached to it, which makes it easy to be expanded by other coder. |

Total Score: _____ (Out of 15)          Judge Name: _____