HACKATHON JUDGING TEMPLATE

Instructions	1. Add the names of the teams presenting on Saturday 2. Print out a copy for each panelist 3. When panelists arrive, go over the judging criteria and explain process 4. As each team presents, judges will score each category: • 5 points: Exceeds one or more brief goals in an innovative way. • 4 points: Moderately exceed one or more brief goals. • 3 points: Meets one or more brief goals. • 2 points: Nearly meets at least one brief goal. • 1 point: Doesn't meet any brief goal but gets a point for participating.				
	During Presentations - To be completed individually by judges				
	SCORE FROM 1-5 (5=Excellent, 1=Poor)				
	TECHNOLOGY (Engineering skill demonstrated, quality code)	**DESIGN (attention to aesthetics, interaction and user interface)**	**BUSINESS (meets a customer need, potential to be a business)**	**PRESENTATION (clarity of written and oral presentation)**	**INSPIRATION (How much we love and are excited about the idea)**

	After Presentations
	Tallied Collectively After Presentations
TOTAL	**COLLECTIVE TOTAL**