

	Poor	Fair	Good	Excellent	Score
Visual Design	0: The project does not have a visual interface, or only has a command-line interface.	12: The project has a working visual interface.	16: The project has an appealing visual interface and demonstrates good design.	20: The project is designed to be aesthetically pleasing and exemplifies strong design skill.	/20
Technology Prowess	0: The project shows trivial uses of libraries or simple applications of basic functionalities	10: The project explores use into interesting functionality or technology problems, or shows some integration of tools together	20: The project demonstrates competence with a challenging technology or a skillful use of non-trivial tools	30: The project showcases an impressive command of tools that are difficult to use, or masterfully integrates an array of functionalities	/30
Functionality	0: The project does not work or exist	6: The project has major gaps in critical implementation requirements, or contains major errors	12: The project somewhat works as intended, but contains minor errors or some additional functions are not implemented	20: The project clearly functions as intended with few (if any) noticeable errors	/20
Overall Impression	0: The project does not show any meaningful effort	6: The project exhibits a mediocre level of effort and polish.	12: The project is clearly of solid quality and leaves a positive impression	20: The project demonstrates a sense of polish that indicates high quality and hard work that leaves a sense of awe	/20
Presentation	0: Team did not give a presentation or demonstration.	6: Team gave a demonstration, but it is unclear what they are demonstrating.	8: Team gave a presentation of their project, but did not cover as much as an excellent project. Team gave a demonstration.	10: Team clearly articulates the functionality, design, technology specification, and purpose of their project. They also give a demonstration.	/10
Total					/100

- i. Judges can score any whole number of points based on this rubric.
- ii. Ties will be broken in the following order: Overall Impression > Technology Prowess > Visual Design