



HopperHacks IV Judging Criteria

Judges will score projects on a scale from **1 (worst) to 5 (best)** each category:

1. Practicality & Usefulness
 - a. What is the target audience of the project?
 - b. Are the needs of the project's target audience met?
 - c. How useful is the project? Does it address a real-world problem?
2. Technical Difficulty & Skill Level
 - a. Does the project show a high level of technical complexity?
 - b. Are there technical challenges the team overcame? Were their solutions effective?
 - c. Is the code original or does it mainly involve existing APIs?
3. Usability & User Experience
 - a. Does the project work well? Are there obvious bugs?
 - b. Is its functionality complete? Could it be used well?
 - c. Is the project user-friendly and designed well? How does the interface look?
4. Originality & Creativity
 - a. Does the project involve unique ideas, or different ways of approaching existing ideas?
 - b. How does it compare to already-existing projects addressing a similar issue?
 - c. Is it more generic or more creative?
5. Presentation
 - a. Was the project described well? Did the video provide a complete explanation?
 - b. Did the presentation comprehensively address key points? Was this done both concisely and with sufficient detail?
 - c. Overall, did the team present effectively?
6. Relation to Division Theme
 - a. Does the project clearly relate to the team's assigned division? Did the team carefully consider their assigned division when developing their project?
 - b. NOTE: If the project is largely outside the scope of the team's assigned division, they are ineligible for a prize.