

JUDGING CRITERIA FOR OPEN CATEGORY - QNSCC 2018 ** -

ENGAGEMENT (ENTERTAINMENT/PLAYABILITY)	Offers limited engagement	Competently attracts and engages user's interest	Delivers an immersive experience that is likely to attract repeat users	score
	1 2 3 4 5 6	7 8 9 10 11 12 13 14	15 16 17 18 19 20	
ARTWORK / AESTHETICS	Single or basic concept No alternative media types used e.g. audio, image and limited animation.	Multiple concepts with competent execution. No alternative media types used e.g. audio, image and limited animation.	Detailed, creative and visually stunning artwork that enhances and complements the project. Use of multiple media types that add to user experience.	
	1 2 3	4 5 6	7 8 9 10	
CREATIVITY / ORIGINALITY	Little evidence of novelty or innovation.	Product differentiation present in concept and execution .	Highly original, innovative and shows creative thinking.	
	1 2 3	4 5 6	7 8 9 10	
REPRESENTATION OF THEMES	The project makes a very limited effort to respond to the competition's themes. (Limited relevance and hard to identify.)	Recognizable efforts to respond to the competition's themes. (The theme is readily identifiable with room for minor improvements.)	The project has made an excellent effort to respond to the competition's themes. (The theme is highly relevant, easily identifiable and exceptionally well addressed.)	
	1 2 3 4 5 6	7 8 9 10 11 12 13 14	15 16 17 18 19 20	
DEVELOPMENT / CODING	Overly simplistic and shows basic programming skills, not commented properly.	Well commented. Shows a medium level of coding skills.	Well commented. Demonstrates a professional-quality technical achievement in coding, scripting and programming.	
	1 2 3 4 5 6	7 8 9 10 11 12 13 14	15 16 17 18 19 20	
GOOD LOGIC	Insufficient efficiency in the programming options used.	The programming options used are effective and clearly formulated	The programming options used make sense, work reliably, and are very relevant in terms of their use.	
	1 2 3	4 5 6	7 8 9 10	
COMPLETENESS	Many serious bugs encountered. No user instructions	Some bugs found. Good user instructions	Only minor bugs found. Clear and concise instructions. Evidence of testing	
	1 2 3	4 5 6	7 8 9 10	
*PROJECTS THAT ARE CLEARLY NOT WITHIN THE THEME WILL RECEIVE A SCORE OF 0.			TOTAL SCORE	/100

QNSCC 2018 - OPEN CATEGORY FINALS - ORAL PRESENTATION EVALUATION CRITERIA**

Students should be prepared to answer judges' questions about the content and development of their entries, but they may not give a formal, prepared introduction, narration, or conclusion. They just need to present/explain their projects.

Please rate the presentation utilizing the 10-points scale provided, with 10 being truly exceptional, 5 being average, and 1 being poor

CATEGORY	POOR		FAIR			AVERAGE		OUTSTANDING		TRULY EXCEPTIONAL
Speaker is clearly comfortable in front of the group and can be heard by all.	1	2	3	4	5	6	7	8	9	10
Presentation is clear, logical and organized. Listener can follow line of reasoning.	1	2	3	4	5	6	7	8	9	10
Managing presentation time and summarizing	1	2	3	4	5	6	7	8	9	10

HANDLING QUESTIONS	SCORE	
The answers given to the judges' questions were excellent and demonstrated a sound knowledge of technical programming Skills.	10	
The answers given to the judges' questions were good and incorporated programming principles.	8	
The team used some programming principles and adequately answered the judges' questions.	5	
The judges' questions were not well answered with little or no demonstration of appropriate programming skills.	3	
The team was unable to answer the judges' questions and it is clear that the work is not the outcome of their personal effort.	1	

OVERALL RATING _____/40 TOTAL.

** Please note that the evaluation grid may be modified for QNSCC 2019