

JUDGING CRITERIA FOR SCROBOT CATEGORY - QNSCC 2019 * -

ENGAGEMENT (ENTERTAINMENT VALUE/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							
ENGINEERING DESIGN	STRUCTURAL STABILITY		Engineering Concepts				Aesthetics				Total						
	1	2	3	4	5	1	2	3	4	5							
CREATIVITY / ORIGINALITY / QUALITY OF SOLUTION	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							
PROGRAMMING / GOOD LOGIC / COMPLEXITY / COMPLETENESS	Overly simplistic and shows basic programming skills, not commented properly, serious bug, Insufficient efficiency		Well commented. Shows a medium level of coding skills. Some bugs, programming options are effective and clearly formulated				Well commented. Demonstrates a professional-quality technical achievement in coding, scripting and programming. Programming options used make sense, work reliably, and are very relevant in terms of their use, Only minor bugs found, Evidence of testing										
	1	2	3	4	5	6	7	8	9	10							
PRESENTATION	Project Video	Posters and Decoration	Communication/Reasoning skills			Teamwork		Successful demonstration				Total					
	1	2	3	1	2	1	2	1	2	3	4	5	6	7	8	9	10
TOTAL SCORE																	/100

* Please note that the evaluation grid may be modified.