

## TECHNOVATION GIRLS JUDGING RUBRIC

<u>Directions</u>: Please use this rubric to help determine the score each item in a section should receive on a 1-5 point scale. 60 points total for Junior Division, 80 points total for Senior Division. *You can give 2s and 4s also!* 

<b>IDEATION</b> (20 total points)	1 Point Description	3 Point Description	5 Point Description
Evidence of Important and Meaningful Problem	<ul> <li>No description of problem or research</li> <li>No evidence of personal or community connection to problem</li> </ul>	<ul> <li>Team demonstrates how problem impacts people</li> <li>Some personal or community connection to problem present</li> <li>Statistics related to problem</li> </ul>	<ul> <li>Team demonstrates that problem is very important in scale and impact on world</li> <li>Strong personal or community connection to problem</li> <li>Community surveys, expert interviews, or statistics build understanding of problem</li> </ul>
Potential Impact on Users	<ul> <li>Team has not considered impact on users or community/world</li> <li>No user research</li> </ul>	<ul> <li>App could contribute to solution that will impact at least one group positively</li> <li>User research conducted in community</li> </ul>	<ul> <li>Evidence of app's potential positive impact</li> <li>Team adapted app or idea in response to substantial user research and/or testing in the community</li> </ul>
Innovation	<ul> <li>App is not innovative</li> <li>Mobile app is not the right tool to address the problem</li> </ul>	<ul> <li>Improves or reduces cost of something that already exists, OR</li> <li>Raises awareness and drives behavior changes, OR</li> <li>Applies an existing approach to a new situation</li> </ul>	<ul> <li>Fundamentally new solution, use of technology, or idea of how to do things</li> </ul>
Competitor Analysis	No evidence of competitor research	Evidence of competitor research	Description of how app or idea changed in response to competitor research
<b>TECHNICAL</b> (20 total points)	1 Point Description	3 Point Description	5 Point Description
App Function	<ul><li>It's unclear if app can work</li><li>Only first screen developed</li></ul>	<ul><li>App is developed beyond login screen</li><li>Bugs can be present</li></ul>	Full functionality of app shown in pitch video or app launched in the app store
User Experience and Design	<ul><li>App is missing obvious features</li><li>Target audience not considered in design</li></ul>	<ul><li>App appears easy to navigate and use</li><li>Team incorporated user feedback</li></ul>	<ul> <li>App well-developed for target audience</li> <li>Team went through 3 or more cycles of testing and refining the app</li> </ul>



Technical Learning	No explanation of technical learning	Some team members share what they contributed to the code or what they learned	<ul> <li>All team members share what they contributed to the code and what they learned</li> </ul>
Code Complexity	<ul> <li>Code only has simple commands ("when," opening other screens)</li> <li>Does not use any sensors, phone functions, or databases</li> </ul>	<ul> <li>Code includes advanced commands (e.g. loops, conditionals)</li> <li>App uses a sensor or phone function (e.g. camera, GPS, text message)</li> </ul>	<ul> <li>Code includes advanced functions such as using a local or external database with APIs</li> <li>App uses more than 1 sensor, phone function, or different technology (e.g. AI, hardware)</li> </ul>
PITCH (10 total points)	1 Point Description	3 Point Description	5 Point Description
Convincing Pitch	<ul> <li>Video is shorter than 3 minutes or longer than 5 minutes</li> <li>Difficult to understand the problem, community, and team's ideas</li> <li>Cannot hear video or understand language (e.g. no subtitles)</li> </ul>	<ul> <li>Viewer feels positive about the app at the end of the pitch</li> <li>Pitch would benefit from more techniques to engage the viewer</li> </ul>	<ul> <li>Pitch conveys urgency of problem and effectiveness of solution</li> <li>Creative video</li> <li>Viewer engaged throughout the pitch</li> </ul>
Growth and Perseverance	<ul> <li>Team does not share challenges or how their ideas changed</li> <li>No evidence of growth (ex learning technical skills, collaboration, other)</li> </ul>	<ul> <li>Team shares how they have faced challenges or dealt with ambiguity</li> <li>Team shows how they grew (ex learning technical skills, collaboration, other)</li> </ul>	<ul> <li>Team shares journey, how they responded to challenges or ambiguity, and how they have grown along the way</li> </ul>
ENTREPRENEUR SHIP (20 total points - Senior Division Only)	1 Point Description	3 Point Description	5 Point Description
Feasible Marketing Plan	No strategy to bring the app to market	<ul> <li>Clear goals about how to reach target users and details about pricing, promotions, and distribution</li> </ul>	Clear goals and concrete plan to reach target users and has integrated feedback from initial marketing attempts into plan
Financial Sustainability	No budget or plan for starting or sustaining the business	<ul> <li>Confusing or unrealistic financial plans to start and sustain business</li> <li>Budgets or research contains flaws</li> </ul>	<ul> <li>Clear and realistic financial plans for starting and sustaining the business into the future</li> <li>Supported by budgets and research</li> </ul>
Overall Strong Business Plan	<ul> <li>Business plan is missing multiple parts</li> </ul>	<ul> <li>Team has made an effort to create a logical business plan</li> <li>Aspects of company, product/service descriptions or market analysis may need more work</li> </ul>	<ul> <li>Business plan is cohesive and realistic</li> <li>Includes logical company and product or service descriptions, market analysis, and graphics to help viewer understand content</li> </ul>



Branding	Identity of the business is incohesive and lacks branding	Business has a clear identity with name, logo, branding, visuals	Branding is clear and amplifies team's purpose
OVERALL IMPRESSION (10 total points)	1 Point Description	3 Point Description	5 Point Description
Future Goals	<ul> <li>Team does not share any future plans for their idea or business</li> </ul>	Team provides plans for future learning or how to develop their idea or business	<ul> <li>Team clearly outlines how they will continue to work to make their ideas a reality</li> <li>Team shares goals that have been impacted by work on their idea</li> </ul>
Do you think this invention can succeed?	<ul> <li>Keep thinking it through! It's not yet clear how the idea and technology will work</li> <li>It's unclear how people would use it</li> </ul>	<ul> <li>It's on its way! The idea and technology need a little more development but it can get there</li> <li>The community would benefit from this app</li> </ul>	<ul> <li>Absolutely! This idea makes sense and the app is well thought out</li> <li>The world would benefit from this app</li> </ul>