WWU ACM Hackathon Judging Criteria

Projects can be judged based on questions belonging to three components:

1. Idea
   a. **Impact**: How creative is this project?
      i. Low Impact: Idea impacts a small group (1-10 people)
      ii. Medium Impact: Idea impacts a medium group (100s of people)
      iii. Large Impact: Idea impacts a large group (thousands or more)
   b. **Innovation**: How original is this project?
      i. Just one of many
      ii. New approach to doing something common
      iii. Improvement upon state-of-practice
      iv. First of its kind

2. Design and development
   a. **Functionality**: does this project do what it is intended to do?
      i. It’s a step in the right direction, but is incomplete
      ii. It solves a decent portion of the problem, but is still missing some components or has a lot of bugs.
      iii. It solves a majority of the problem and has minimal bugs.
   b. **Maintainability and Documentation**: how can this project be extended in the future?
      i. The code is not thoroughly documented and is difficult to understand or extend.
      ii. The code is somewhat clear and includes enough documentation for an outside developer to join the project with some effort.
      iii. The code is well-written and well-documented throughout.

3. Presentation and Demo of Project
   a. **Clarity of Presentation**: How well are the following questions answered?
      i. What is the problem?
      ii. Why is it important?
      iii. What is the solution [app, software] and how does it work?
      iv. What are the next steps for the project?
   b. **Effectiveness of Demo**
      i. Does the product function as intended?
      ii. Is it easy to understand how to use the product?