

# Knoxville City Hackathon

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## Judging Criteria

Teams will be judged on these five criteria. Judges will weigh the criteria equally. During judging, participants should try to describe what they did for each criterion in their project. Subject matter experts will answer only for how well the project met the challenge criteria.

<b>Project Team</b>	
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**Technology** How technically impressive was the hack? Was the technical problem the team tackled difficult? Did it use a particularly clever technique or did it use many different components? Did the technology involved make you go "Wow"?

1	2	3	4	5	
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**Design** Did the team put thought into the user experience? How well designed is the interface? How functional is the software, hardware, app, or project?

1	2	3	
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**Completion** Does the hack work? Did the team achieve everything they wanted? Given the timeframe, a 5 would still lack some polish.

1	2	3	4	5	
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**Learning** Did the team stretch themselves? Did they try to learn something new? What kind of projects have they worked on before? If a team which always does virtual reality projects decides to switch up and try a mobile app instead, they should be rewarded.

1	2	3	4	5	
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**Addresses Challenge** Because this is a civic hackathon, projects will be judged on how well the project solves the given challenge. If the project does not solve a given challenge (including other), the project will be ranked on how well it does solve a problem. Note that this is different from normal hackathons. We think it's a worthy endeavor to pursue.

1	2	3	4	5	
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**Final Tally** and comments; is this project worthy of being a **Top 7 Finalist**?

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These criteria will guide judges, but ultimately judges are free to make decisions based on their belief of which projects are the most impressive, most deserving, and that would have the greatest impact. It is important to note that these judging criteria do not include:

- How well-written your code is. It doesn't matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. If your code isn't production ready, we're not going to mark you down. However, ideally your software or hardware is functional and shows clear value.
- How well you pitch. Hacking is about building and learning, not about selling. Though, being able to speak about your project to judges in a way that conveys its value does not hurt you.

Do not worry about coming up with the next big idea or building the next Facebook. You will have plenty of time for that outside the hackathon. Focus on learning, having fun, and making new friends. At the end of the day, the skills you learn and the friends you make might lead to the next big thing—but you don't have to do that to win a hackathon.