HEX

16-18 MARCH '18

32 hours to bee your future

JUDGING CRITERIA

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Judges are helpful professionals who listen to a couple of pitches during the hackathon. There are two types of juries: a pre-jury and the overall jury. Pre-jury members judge the demos of the participants before the overall jury gets to see the five best demos on stage. The overall jury will also assess some of the demos. Below you can find the criteria on which the demos will (and will not) be judged during HEX. An overview of the criteria, as well as weighing factors can be found on page 3.

Technical innovation (idea)
Did the group come up with a good solution to the initial problem or challenge? Did they understand the problem, and did they involve, for example, multiple stakeholders?

Creativity
How creative has the group been in solving the challenge? Did they come up with a radical approach, or did they follow existing patterns and solutions?

Execution (demo)
Does the hack work? Is the hack testable, and can the group show the minimum viable product? The hack does not have to be perfect or production ready, but does the idea come to live with their demo?

Polish (design)
Did the group think about the user interface (UI) and user experience (UX)? How well designed is their demo? How are the graphics, or how is the human-computer interaction? Is it easy to use or does it require a lot of training to master the demo?

Business model
Even though it is a hackathon, and the participants have a relative short time to come up with a solution to a problem, the business model is something to raise the level of the final ideas. Criteria like feasability, economic and societal value and sustainability are therefore also part of the judging form under the term "business model". Is the idea feasible, does it have economic and societal value, and is it sustainable?
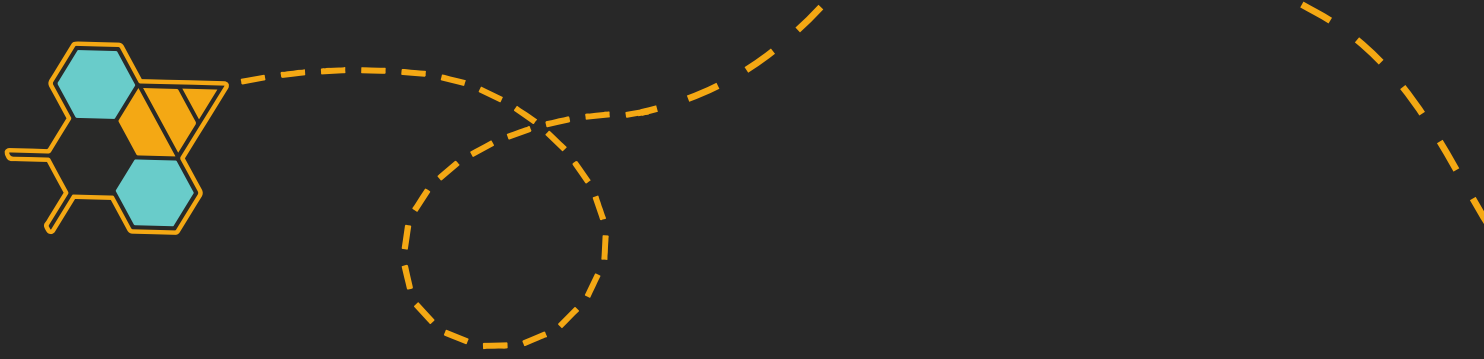
Pitch

Pitching is one of the most important things in life. A good pitch, for example, can get you a new position in a company, letting investors believe in your innovation, and it can convince customers to buy a new product or service (like Steve Jobs did with its Apple products).

Therefore, the hackers will also be judged on their pitch. Were they convincing enough, was it short and to the point, and what about their enthusiasm? The pitch can be a maximum of **2 minutes.**

HEX JUDGING FORMS

	TEAM NAME		
Criterion	Score (1-10)	Weighing factor	Subtotal
Technical innovation (idea)		2	
Creativity		1	
Execution (demo)		1	
Polish (design)		1	
Business model		1	
Pitch		1	
		TOTAL SCORE	
Comments			

WHAT NOT TO LOOK FOR

It is important to note that these judging criteria do not include how good the code or demo is. It does not matter if, for example, the code is messy, or not well commented, or uses inefficient algorithms. Hacking is about playing around, making mistakes, and learning new things. The code does not have to be production ready.

OUR HIVE
IS **YOUR** HIVE.

HELP US BUILDING IT.