

EVALUATION CRITERIA

Criteria	Description	Score
Quality	I. Of the solution proposed: To what extent is the solution clear, straight forward and easy to understand its value proposition and objectives ? How well does the idea respond to the needs and trends of digital education ? To what extent does the solution combine different technologies or approaches or stakeholder profiles? Does it require interdisciplinarity ?	Max. 15 points
	II. Of the team: To what extent do team members have proven experience/expertise and competence in the thematic field concerned as well as the necessary capacity to successfully implement the idea? Do they have complementary skills ? Do they show engagement, motivation and commitment to put the idea forward?	Max. 10 points
Relevance	I. To the spirit of DigiEduHack 2025: How well does the solution match the annual theme, the category and the challenges identified? To what extent does it demonstrate it could have a high potential impact bringing in added-value to a variety of target groups and triggering a positive significant change to the education context whether through influencing policies, practices, attitudes, or behaviors? Finally, to what extent does it anticipate future digital education key issues providing solutions to them?	Max. 15 points
	II. To a wider societal spectrum: To what extent will the solution have a positive impact at social and environmental level ? Have inclusion and diversity aspects been taken into consideration? To what extent will vulnerable communities or minorities benefit?	Max. 10 points
Originality	To what extent is the solution an original idea, having innovative elements compared to what is already available or being done by the education sector practitioners? Is the solution unique? Does it have a good level of creativity? To what extent is the proposed solution disruptive?	Max. 15 points
Feasibility	To what extent is the solution viable? Does it include a tentative realistic implementation plan, highlighting main overall milestones, resources required and key eventual barriers foreseen?	Max. 15 points
Sustainability	To what extent does the proposed solution, once implemented as a prototype, have the potential to successfully be further upscaled and to become a sustainable solution in the mid-long term?	Max. 15 points
Transferability	To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?	Max. 5 points
TOTAL		100

BENCHMARK SCORING GUIDE

1-25 points		1-15 points		1-5 points	
Excellent	21-25	Excellent	13-15	Excellent	5
Good	16-20	Good	10-12	Good	4
Fair	11-15	Fair	7-9	Fair	3
Poor	6-10	Poor	4-6	Poor	2
Not good	1-5	Not good	1-3	Not good	1

Local winner categorisation grid

Q1 Hackathon experience

Q2 Skills level

Q3 Maturity solution

QUESTION	YES	NO
Have the team members participated previously in several hackathons? It means they've had some exposure to similar events	<input type="checkbox"/>	<input type="checkbox"/>
Do the team members have prior experience and knowledge about digital education, innovation, etc.? It means these topics are not new to them	<input type="checkbox"/>	<input type="checkbox"/>
Have the team members already worked on the solution prior to their participation in DigiEduHack? It means the solution was not ideated during the hackathon	<input type="checkbox"/>	<input type="checkbox"/>

RESULT: Two or three clicks on **YES** means "**Experienced**", except where the only YES is given to **Q1**. The resulting Category in that case would also be "**Experienced**".

The statement after each question is only for clarification purposes

Answers to a question can only be **YES** or **NO**. As a reference, these questions are very much linked with Sub Criterion 1.2. (Quality of the team).

Result definition: 2 or 3 clicks on **NO** means "**Beginners**", except where there're 2 **NOs** given to **Q2** and **Q3**. The resulting Category in that case would be "**Experienced**".

Local winner sub-categorisation grid

Q1 Added-value

Q2 Focus outcomes

Q3 Target audience

QUESTION	DISRUPTIVE TECHNOLOGY	SOCIAL IMPACT
Does the solution introduce a novel tool or technology OR does it rather propose significant added value to the society?	<input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> YES <input type="checkbox"/> NO
Does the solution focus on challenging and reshaping existing markets and aims to create economic value OR focuses on addressing societal issues and creating positive change? (monetary or non-monetary cause)	<input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> YES <input type="checkbox"/> NO
Does the solution target businesses/ industries / consumers OR does it target individuals/ communities / specific societal groups that require assistance o'support?	<input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> YES <input type="checkbox"/> NO

RESULT: We count how many **YES** each sub-category obtained. The one having 2 or more will determine what the local winner is running for

Guidance - 1st part of the questions refers to colum "Disruptive Technology" and 2nd part to "Social Impact"

There can only be one **YES** and one **NO** per question.

Answers are exclusive: If we click **YES** to "**Disruptive Technology**", we have to click **NO** to "**Social Impact**" and Vice versa.

As a reference, these questions are very much linked with Sub Criterion 1.1. (Quality of the solution proposed) and with Criterion 2 (Relevance).