



25 OCTOBER 2023

COACHING CALL #11: Judging / Evaluation & Submitting Your Winner Solution



DigiEduHack is an initiative under the Digital Education Action Plan (2021-2027) of the European Commission



AGENDA



01 - THE JURY'S WORK

02 - SOLUTION SUBMISSION

03 – EVALUATION & SCORING

04 - JURY DELIBERATION

05 - SUBMITTING YOUR WINNER SOLUTION

06 - WHAT HAPPENS NEXT?

01 THE JURY'S WORK

OVERVIEW



Before the evaluation, toward the end of the hackathon, take a moment to reconvene the jury and run through the steps of their contribution to the hackathon.

Solution presentation

If your event has a pitching and or a Q&A session. Each team gets **five minutes to pitch** their final solutions, including any demonstration or visualisations.

Offer the judges a strict 3 or 5 minutes per team to ask questions before filling in scores.

Fill in Scores

After each brief Q&A session, allow the judges to take a moment to record preliminary scores and notes so that they don't forget their first impressions by the time they finalise their scores and get to the deliberation (if your event has one).

Deliberation

If your event has a deliberation. The deliberation moderator should aggregate all judges' scores per team and filter the top scores. Then, the jury discusses the results and agrees upon the winner(s).



01 THE JURY'S WORK

FOCUS ON SOLUTION PRESENTATION Q&A



These are recommendations on what the Q&A between teams and judges can look like.

Keep Questions To-the-Point

The jury should be given a strict 3-5 minutes for questions.

Advise the jury to ask **short to-the-point questions**, to leave as much time for answers as possible.

Focus of the Questions

The questions should be based on the evaluation criteria.

As a Host/moderator it is recommended to have a few **backup questions** in. Make sure all teams gets a questions, it is better for the mood of teams. Similarly, advise the jury to be prepared to ask a question to every team!

Example Questions

Who is your solution's primary beneficiary/targeted audience?

What other fields/audiences your solution could serve?

How long until the product/idea is ready?



02 SOLUTION SUBMISSION

DELIVERABLES



These are recommendations and should be adapted to what deliverables you are asking for the team and what your event's evaluation process is.

Slides

Each team could create slides to guide their pitch, and submit these as one of the materials in the web portal for submissions.

Recorded Pitches

It is a good practice to ask teams to record their pitches (online and blended events), to reduce technical difficulties during pitching. Ask for a visible "floating head" over the slides to prove the recording is recent and by a team member. The videos can also be submitted in the web portal.

Demos or Extras

If you have any specific requirements for your hackers or they want to add more, you can find additional fields and file upload options in the form (Audio, Captions, Compressed, Excel, Image, JSON, Java, PDF, PowerPoint, Text, Video, Word).



02 SOLUTION SUBMISSION

IN PRACTICE



When to Submit Pitch Materials

Set a reasonable deadline for materials to be submitted prior to the solution presentation/ evaluation, perhaps 1-2 hours beforehand, to check that all deliverable files are viewable.

Teams can use the remaining time to practice the pitch.

Where to Submit Materials

Share the submission form link from your personal area ("participants" tab, link on the right of participant name, same link for all) with participants long before the submission deadline.

Only ONE MEMBER of each team should submit.

Approve solutions

It is one of your Host missions. Find submitted solutions from your personal space "solutions" tab. From there, approve the solutions. Approving means that you are sure it is unique, from your event. Approving displays the solution publicly on digieduhack.com

02 SOLUTION SUBMISSION

APPROVE / PUBLISH THE SOLUTION



Personal area

My profile

- Account details
- Logout
- DigiEduHack main Discord server

Challenge management

- General discord channel
- My challenge
- Participants
- [Solutions](#)

You want to propose a solution to a challenge?

[Become a participant](#)

Solutions

Solution Title	Author Name	Team	Go live	Is winner
Example solution	Bertrand Brisbois	WOOGIE	<input checked="" type="checkbox"/> Visible	<input type="checkbox"/> No



03 EVALUATION & SCORING

SCORING BENCHMARK



The jury will score the teams based on the evaluation criteria in the evaluation grid.

Scoring scales:

10 points criteria

Excellent	9-10
Good	7-8
Fair	5-6
Poor	3-4
Not good	1-2

15 points criteria

Excellent	13-15
Good	10-12
Fair	7-9
Poor	4-6
Not good	1-3

03 EVALUATION & SCORING

Criterion 1 – Quality – 25 points



Quality – Of the solution – 15 points

Guidance:

To what extent the solution is clear, straight forward and easy to understand its **value proposition** and **objectives**.

How well the idea responds to the **needs and trends of digital education**? To what extent the solution **combines different technologies or approaches** or stakeholder profiles and if it requires **interdisciplinarity** as well as collaboration to be implemented?

Quality – Of the team work – 10 points

Guidance:

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?

03 EVALUATION & SCORING

Criterion 2 – Relevance – 25 points



Relevance – To the spirit of DigiEduHack 2023

– 15 points

Guidance:

How well the solution matches its annual theme, the category and the challenges identified? To what extent demonstrates 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**. To what extent **anticipates future digital education key issues** providing solutions to them?

Relevance – To a wider societal spectrum

– 10 points

Guidance:

To what extent the solution will have a **positive impact at social and environmental level**? Have been **inclusion and diversity** aspects taken into consideration? To what extent will **vulnerable communities or minorities** benefit?

03 EVALUATION & SCORING

Criteria 3 & 4 – Originality & Feasibility



Originality – 15 points

Guidance:

This criterion will consider the extent to which the solution is an original idea, having elements of innovativeness compared to what is already available or being done by the education sector practitioners. In other words, this criterion evaluates uniqueness, level of creativity and to what extent the solution proposed is disruptive.

Feasibility – 15 points

Guidance:

This criterion will consider the extent to which the solution is viable and if its description includes a tentative realistic implementation plan, highlighting main overall milestones, resources required, and key eventual barriers foreseen.

03 EVALUATION & SCORING

Criteria 5 & 6 – Sustainability & Transferability



Sustainability – 15 points

Guidance:

This criterion will consider the extent to which the proposed solution, once implemented as a prototype, it has the potential to successfully be further upscaled and to become a sustainable solution in the mid-long term.

Transferability – 15 points

Guidance:

This criterion will consider the extent to which the proposed solution could be used and applied in other relevant education/learning contexts or disciplines.

04 JURY DELIBERATION



- Host/moderator **collects the scores** from all judges.
- **Aggregates** the scores per team (points from Judge1+Judge2+etc).
- Jury will gather in a private area (can also be an online "room") for **deliberation**.
- To save time, it is recommended to start the discussion with the **top score teams** according to aggregated scores, and discuss teams outside of the top scores if the jury wishes to do so.

04 JURY DELIBERATION



- Decide the **winning** team(s). *You can have more than one local team as long as you only submit one grand winning team to the global competition. The grand winner should be chosen based on the highest jury score.*
- Jury will settle on what **prizes** to award, as applicable.
- Decide if a judge wants to **present** the winning team at the awards ceremony.

It is recommended to book around an hour for this session, so the organisers have time to update slides/prize cheques with the awarded team names before the awarding ceremony.

05 SUBMIT YOUR WINNER SOLUTION

STEPS TO TAKE



After the winners of your hackathon have been chosen, you must select which of two solution **categories** they fit best (use [this grid](#) for it):

- **Social Impact**
- **Disruptive Technology**

There is also a **experience level** designation for "beginner" or "experienced" hackers to select, based upon some provided criteria (next slides).

The winning team's information needs to be added to your host **personal area** on the website prior to the end of the Main Stage Event 13 November.

(See the [second web guide](#) for instructions on how to add this information.)

It is crucial that the winner can communicate about their solution in English!



05 SUBMIT YOUR WINNER SOLUTION

EXPERIENCE LEVEL CATEGORY



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.

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”**.



05 SUBMIT YOUR WINNER SOLUTION

SOLUTION CATEGORY



Q1 Added-value

Does the solution introduce a novel tool or technology **OR** does it rather propose significant added value to the society?

YES
 NO

YES
 NO

Q2 Focus outcomes

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)

YES
 NO

YES
 NO

Q3 Target audience

Does the solution target businesses/ industries / consumers **OR** does it target individuals/ communities / specific societal groups that require assistance o'support?

YES
 NO

YES
 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



05 SUBMIT YOUR WINNER SOLUTION

PROCESS



- **Approve** the solutions from your host personal space (see section 2)
- **Select your local winner** from your personal space.
- Choose the **Global Award Category** your local winner is competing for (see section 5)
- **Send the winner form link** to the Winning team. They fill in more information about their solutions for the Global Award evaluation (they have 10 days to do this, via the "**winners form**"). Find the link in your personal area, solutions tab once solutions are approved.
- Attend the **Main Stage Event** [online](#) on 13 November 13th, 13:30 CET.



05 SUBMIT YOUR WINNER SOLUTION

MAKE GRAND WINNER



Personal area

My profile

- Account details
- Logout
- DigiEduHack main Discord server

Challenge management

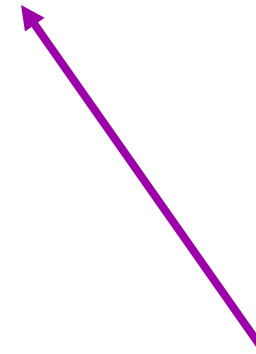
- General discord channel
- My challenge
- Participants
- [Solutions](#)

You want to propose a solution to a challenge?

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Solutions

Solution Title	Author Name	Team	Go live	Is winner
Example solution	Bertrand Brisbois	WOOGIE	<input checked="" type="checkbox"/> Visible	<input type="checkbox"/> No



06 WHAT HAPPENS NEXT?



- The DigiEduHack's Steering Group will determine which winners become **finalists** in the Global DigiEduHack competition. Finalists **revealed** in January 2024.
- The finalist solutions will then undergo a **public voting** early 2024, so the people can select their favourite solutions in each category.
- Elected winning teams will be eligible for the **global-level prizes** if they succeed at this tier of the competition.
- Global Award Winners of DigiEduHack 2023 **revealed** in March 2024.



THANK YOU!

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