

EVALUATION CRITERIA

Criteria	Description	Score
Quality	I. Of the solution proposed: 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?	<div>Max. 15 points</div>
	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?	<div>Max. 10 points</div>
Relevance	I. To the spirit of DigiEduHack 2023: 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 . Finally, to what extent anticipates future digital education key issues providing solutions to them.	<div>Max. 15 points</div>
	II. To a wider societal spectrum: 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.	<div>Max. 10 points</div>
Originality	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.	<div>Max. 15 points</div>
Feasibility	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.	<div>Max. 15 points</div>
Sustainability	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.	<div>Max. 15 points</div>
Transferability	This criterion will consider the extent to which the proposed solution could be used and applied in other relevant education/learning contexts or disciplines.	<div>Max. 5 points</div>
TOTAL		<div>100</div>

BENCHMARK SCORING GUIDE

1-15 points		1-10 points	
Excellent	13-15	Excellent	9-10
Good	10-12	Good	7-8
Fair	7-9	Fair	5-6
Poor	4-6	Poor	3-4
Not good	1-3	Not good	1-2

Local winner categorisation grid

	QUESTION	YES	NO
Q1 Hackathon experience	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"/>
Q2 Skills level	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"/>
Q3 Maturity solution	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

	QUESTION	DISTRUPTIVE TECHNOLOGY	SOCIAL IMPACT
Q1 Added-value	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
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)	<input type="checkbox"/> YES <input type="checkbox"/> NO	<input type="checkbox"/> YES <input type="checkbox"/> 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?	<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).