



# EVALUATION CRITERIA GRID

Criteria on social impact	Description	Beginners	Experienced
<b>Quality</b>	<p>I. <b>Of the solution proposed:</b> To what extent is the solution clear, straight forward and easy to understand its <b>value proposition</b> and <b>objectives</b>? How well does the idea respond to the <b>needs and trends of digital education</b>? To what extent does the solution <b>combine different technologies or approaches</b> or stakeholder profiles? Does it require <b>interdisciplinarity</b>? <b>[Max. 10 points]</b></p> <p>II. <b>Of the team:</b> To what extent do team members have proven <b>experience/expertise</b> and competence in the thematic field concerned as well as the necessary <b>capacity</b> to successfully implement the idea? Do they have <b>complementary skills</b>? Do they show <b>engagement, motivation and commitment</b> to put the idea forward? <b>[Max. 15 points]</b></p>	<p>25 Maximum score 12 Threshold (to approve) 0 Minimum score</p>	<p>25 Maximum score 15 Threshold (to approve) 0 Minimum score</p>
<b>Relevance</b>	<p>I. <b>To the spirit of DigiEduHack 2024:</b> 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 <b>added-value to a variety of target groups</b> and triggering a <b>positive significant change to the education context</b> whether through influencing policies, practices, attitudes, or behaviors? Finally, to what extent does it <b>anticipate future digital education key issues</b> providing solutions to them? <b>[Max. 10 points]</b></p> <p>II. <b>To a wider societal spectrum:</b> To what extent will the solution have a <b>positive impact at social and environmental level</b>? Have <b>inclusion and diversity</b> aspects been taken into consideration? To what extent will <b>vulnerable communities or minorities</b> benefit? <b>[Max. 15 points]</b></p>	<p>25 Maximum score 15 Threshold (to approve) 0 Minimum score</p>	<p>25 Maximum score 15 Threshold (to approve) 0 Minimum score</p>
<b>Originality</b>	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?	<p>15 Maximum score 8 Threshold (to approve) 0 Minimum score</p>	<p>15 Maximum score 10 Threshold (to approve) 0 Minimum score</p>
<b>Feasibility</b>	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?	<p>15 Maximum score 5 Threshold (to approve) 0 Minimum score</p>	<p>15 Maximum score 8 Threshold (to approve) 0 Minimum score</p>
<b>Sustainability</b>	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?	<p>15 Maximum score 8 Threshold (to approve) 0 Minimum score</p>	<p>15 Maximum score 10 Threshold (to approve) 0 Minimum score</p>
<b>Transferability</b>	To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?	<p>5 Maximum score 2 Threshold (to approve) 0 Minimum score</p>	<p>5 Maximum score 2 Threshold (to approve) 0 Minimum score</p>
<b>TOTAL</b>		<p>100 Maximum score 50 Threshold (to approve) 0 Minimum score</p>	<p>100 Maximum score 60 Threshold (to approve) 0 Minimum score</p>



# EVALUATION CRITERIA GRID

Criteria on disruptive technology	Description	Beginners	Experienced
<b>Quality</b>	<p>I. <b>Of the solution proposed:</b> To what extent is the solution clear, straight forward and easy to understand its <b>value proposition</b> and <b>objectives</b>? How well does the idea respond to the <b>needs and trends of digital education</b>? To what extent does the solution <b>combine different technologies or approaches</b> or stakeholder profiles? Does it require <b>interdisciplinarity</b>? <b>[Max. 10 points]</b></p> <p>II. <b>Of the team:</b> To what extent do team members have proven <b>experience/expertise</b> and competence in the thematic field concerned as well as the necessary <b>capacity</b> to successfully implement the idea? Do they have <b>complementary skills</b>? Do they show <b>engagement, motivation and commitment</b> to put the idea forward? <b>[Max. 15 points]</b></p>	<p>25 Maximum score 12 Threshold (to approve) 0 Minimum score</p>	<p>25 Maximum score 15 Threshold (to approve) 0 Minimum score</p>
<b>Relevance</b>	<p>I. <b>To the spirit of DigiEduHack 2024:</b> 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 <b>added-value to a variety of target groups</b> and triggering a <b>positive significant change to the education context</b> whether through influencing policies, practices, attitudes, or behaviors? Finally, to what extent does it <b>anticipate future digital education key issues</b> providing solutions to them? <b>[Max. 10 points]</b></p> <p>II. <b>To a wider societal spectrum:</b> To what extent will the solution have a <b>positive impact at social and environmental level</b>? Have <b>inclusion and diversity</b> aspects been taken into consideration? To what extent will <b>vulnerable communities or minorities</b> benefit? <b>[Max. 5 points]</b></p>	<p>15 Maximum score 10 Threshold (to approve) 0 Minimum score</p>	<p>15 Maximum score 10 Threshold (to approve) 0 Minimum score</p>
<b>Originality</b>	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 <b>technologically disruptive</b> ? <i>[It significantly alters or challenges the existing norms or practices in digital education, introducing a novel tool or technology which offers outstanding performance or efficiency]</i>	<p>25 Maximum score 13 Threshold (to approve) 0 Minimum score</p>	<p>25 Maximum score 15 Threshold (to approve) 0 Minimum score</p>
<b>Feasibility</b>	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?	<p>15 Maximum score 5 Threshold (to approve) 0 Minimum score</p>	<p>15 Maximum score 8 Threshold (to approve) 0 Minimum score</p>
<b>Sustainability</b>	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?	<p>15 Maximum score 8 Threshold (to approve) 0 Minimum score</p>	<p>15 Maximum score 10 Threshold (to approve) 0 Minimum score</p>
<b>Transferability</b>	To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?	<p>5 Maximum score 2 Threshold (to approve) 0 Minimum score</p>	<p>5 Maximum score 2 Threshold (to approve) 0 Minimum score</p>
<b>TOTAL</b>		<p>100 Maximum score 50 Threshold (to approve) 0 Minimum score</p>	<p>100 Maximum score 60 Threshold (to approve) 0 Minimum score</p>

# BENCHMARK SCORING GUIDE

## 1-5 points

<b>Excellent</b>	<b>5</b>
<b>Good</b>	<b>4</b>
<b>Fair</b>	<b>3</b>
<b>Poor</b>	<b>2</b>
<b>Not good</b>	<b>1</b>

## 1-10 points

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

## 1-15 points

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

## 1-25 points

<b>Excellent</b>	<b>21-25</b>
<b>Good</b>	<b>16-20</b>
<b>Fair</b>	<b>11-15</b>
<b>Poor</b>	<b>6-10</b>
<b>Not good</b>	<b>1-5</b>