

EVALUATION CRITERIA GRID

Criteria on social impact

Description

Beginners

Experienced

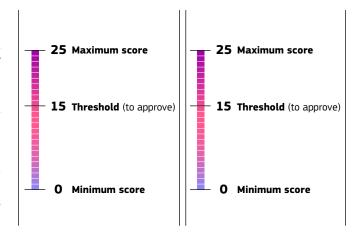
Quality

- 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. 10 points]
- **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. 15 points]



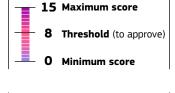
Relevance

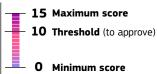
- To the spirit of DigiEduHack 2024: How well does the solution match the annual theme, the category and the challenges identified? To what extent does it demonstrate it could have a high potential impact bringing in added-value to a variety of target groups and triggering a positive significant change 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. 10 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. 15 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?





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?

15 Maximum score 15 Maximum score 8 Threshold (to approve) Threshold (to approve)

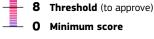
Sustainability

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?

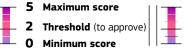


Transferability

To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?

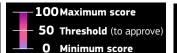


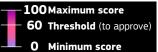






TOTAL









EVALUATION CRITERIA GRID

Criteria on disruptive technology

Description

Beginners

Experienced

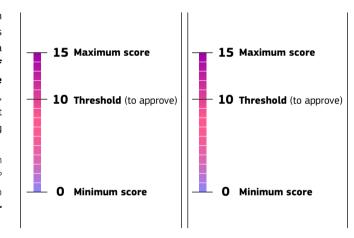
Quality

- **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. 10 points]
- 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. 15 points]



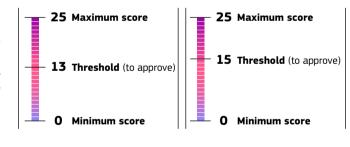
Relevance

- To the spirit of DigiEduHack 2024: 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. 10 points]
- 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. 5 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 **technologically disruptive**? [It significantly alters or challenges the existing norms or practices in digital education, introducing a novel tool or technology which offers outstanding performance or efficiencyl



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?

15 Maximum score 15 Maximum score 8 Threshold (to approve) 5 Threshold (to approve) O Minimum score Minimum score

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?



Transferability

To what extent can the proposed solution be used and applied in other relevant education/learning contexts or disciplines?



15 Maximum score

Minimum score

Minimum score

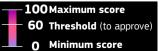
Minimum score



O Minimum score

TOTAL

100 Maximum score 50 Threshold (to approve



European . Commission



BENCHMARK SCORING GUIDE

1-5 points		
Excellent	5	
Good	4	
Fair	3	
Poor	2	
Not good	1	

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

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

1-25 points		
Excellent	21-25	
Good	16-20	
Fair	11-15	
Poor	6-10	
Not good	1-5	

