TEAM NAME _____

CRITERIA	Circle One	Score Description
Usability / 45 percent	1	Does not meet the goals of the Hackathon. Plain language is not used. Solution does not provide an easy-to-use and easy-to-understand interface with the application.
	2	Meets a few elements of the goals of the Hackathon.
	3	Meets most of the goals outlined in the Hackathon.
	4	Meets all goals and provides substantial contribution to Hackathon.
	5	Solution meets all goals outlined in the Hackathon and provides additional, unique, useful capabilities that meet the overall goals of the Hackathon. Incorporates U.S. Web Design Systems standards.

CRITERIA	Circle One	Score Description
Emotional Response / 40 percent	1	The customer (judge) is frustrated with the overall application in regards to the additional interfaces/APIs introduced by the solution.
	2	The customer (judge) is confused with the overall application in regards to the additional interfaces/APIs introduced by the solution.
	3	The customer (judge) is neither happy nor frustrated and confused with the overall application in regards to the additional interfaces/APIs introduced by the solution.
	4	The customer (judge) is generally happy with the overall application in regards to the additional interfaces/APIs introduced by the solution.

	5	The customer (judge) is very happy with the overall application in regards to the additional interfaces/APIs introduced by the solution.

CRITERIA	Circle One	Score Description
Two-Way Feedback / 15 percent	1	No feedback mechanism is present.
	2	Feedback mechanism is present but not functional.
	3	Feedback mechanism is present but has some major flaws.
	4	Feedback mechanism is present and functional.
	5	Feedback mechanism is present and functional along with an innovative and structured feedback loop. The feedback is presented in a logical and actionable way.