

Team:

Business

Feasibility

Is the idea practical? Does it have a real world application? Would people use the app?

1 2 3 4 5

Business Model

Did the group present a viable business model? Will they be able to make money with this idea?

1 2 3 4 5

Market Research

Did the group present convincing market research that supports the real world need for their application?

1 2 3 4 5

Technology

Innovation

Is the application innovative/creative/unique?

1 2 3 4 5

Functionality

Does the app execute successfully? Does it fulfill the requirements outlined in the presentation?

1 2 3 4 5

Technical Difficulty

How complex is the application technically? Does it overcome any interesting technical challenges?

1 2 3 4 5

User Experience

Is the app easy to use? It is visually pleasing?

1 2 3 4 5

Social Justice

Addressing a Real World Problem

Does the application/business plan address a social justice issue?

1 2 3 4 5

Potential Impact

How much impact can the application have? Will it make a meaningful impact on the social problem that it is supposed to address?

1 2 3 4 5

Technology:	<input type="text"/>	x 0.50 =	<input type="text"/>
Business:	<input type="text"/>	x 0.25 =	<input type="text"/>
Social Justice:	<input type="text"/>	x 0.25 =	<input type="text"/>
Overall Score:			<input type="text"/>