

Team:

## Business

### Feasibility

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

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? Is it visually pleasing?

1    2    3    4    5

## Theme

### Addresses the Theme

Does the application/business plan address the hackathon theme?

1    2    3    4    5

### Potential Impact

How much impact can the application have? Will it make a meaningful impact on the theme 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"/>
Theme:	<input type="text"/>	x 0.25 =	<input type="text"/>
Overall Score:			<input type="text"/>