TigerHacks Rubric

🏆 Developer Category

The developer category is the granddaddy of all the categories, while some might call it the general category, this division is for students that are not beginners *(see beginner category)* and are not particularly concerned with winning any of the subcategories.

Submissions in this category should be taking media to new heights and exploring different takes on current forms of media, combining them and approaching them in new and interesting ways.

Title	Description	Points	Judge Notes
Creativity	How well did the participant come up with a unique or unexpected idea? For example, using a novel technology in unexpected ways or cleverly combining technology or solving a problem. Perhaps exploring new forms of media or coming at existing media in new and exciting ways?	20	
Functionality	Does the project work as intended? How well does the demo run on the presentation video and/or on the judge's laptop? Are there any glaring bugs?	15	
Technical Implementation	How well was the project technically executed? This includes the efficiency of the code, proper use of relevant technologies, and overall technical complexity.	15	

User Experience	How user-friendly is the project? Does it feel nice to use? Does it feel natural or have a clever way of interacting with the program?	10	
Usefulness	Could this be something someone in media or otherwise uses every day? Does this tackle a real problem?	10	
Learning and Innovation	Earned points for learning a new technology/skill or taking a currently known language to new heights. Teams should be clear in their presentations about what they learned and how they pushed the boundaries of technology.	10	
Presentation	How well does the team show off their work to the judges via the demo, video, and/or writing? Is the presentation of the project clever, witty, or unique?	10	
Collaboration	Did the team collaborate effectively and mention any mentors they worked with? Explain how collaboration positively impacted the project.	5	
Bonus	Something unique or wildly out of the box the team did to make their project stand out.	10	

💻 Beginner Category

If you are new to programming this category is for you. This category is designed for **Mizzou's CS 1050, CS2050** and/or **IT 1040** students with limited programming knowledge. Only know C or Python from your classes? This category is for you. See if you can cleverly solve a complex problem with simple technology or dive into a new technology you've never seen before.

The beginner category awards points for **newly learned technologies, languages, or techniques used rather than code cleanliness**. Additionally, there is a **buff for**

creativity and **presentation** for beginners with big ideas without the skill to execute them yet. We also award **5 extra bonus points if you mention a mentor** you've worked with over the course of the hackathon and how they helped you and who they are. **Participants of this category are not able to compete for the developer category.**

Title	Description	Points	Judge Notes
Creativity	How well did the participant do in coming up with a unique or unexpected idea? For example, using a novel technology in unexpected ways or cleverly combining technology or solving a problem. Perhaps exploring new forms of media or coming at existing media in new and exciting ways?	25	
Functionality	Does the project work as intended? How well does the demo run on the presentation video and/or on the judges laptop? Are there any glaring bugs?	20	
User Experience	How user-friendly is the project? Does it feel nice to use? Does it feel natural or have a clever way of interacting with the program?	10	
Usefulness	Could this be something someone in media or otherwise uses everyday? Does this tackle a real problem?	10	

Title	Description	Points	Judge Notes
Learned Experiences	Earned points for learning a new technology/skill or taking a currently known language to new heights. Teams should be clear in their presentations what they learned.	5	
Presentation	How well does the team show off their work to the judges via the demo, video, and/or writing? Is the presentation of the project clever, witty, or unique?	10	
Bonus	Something unique or wildly out of the box the team did to make their project stand-out.	10	
Bonus Mentor	Extra points for teams that mention by name a mentor they collaborated with and how they helped or lessons they learned.	5	

🎮 Game Category

In this category, participants are tasked with developing games that engage with the theme of media in captivating and meaningful ways. Your game can take inspiration from various aspects of media, including journalism, social media, movies, music, literature, and more. It's an opportunity to explore how media influences our world, both positively and negatively, and how it can be used as a tool for storytelling, education, or entertainment.

Title	Description	Points	Judge Notes
Creativity	How well did the participant do in coming up with a unique or	30	

	unexpected game concept? Does the game delight players by subverting their expectations of what a game could be?		
Functionality	Does the game work as intended? Can this game be played by the judges via download or internet?	20	
Game Mechanics	How fun do the game mechanics feel? Does user intuitively know how to control the game?	10	
Fun	Does the game generally feel fun to play? Does it keep the judges wanting more?	10	
Story / Theme	Is there a unique story or theme here? How well does the game adhere to its proposed story or theme?		

⚡Hardware Category

Unlike other categories, the "Innovative Hardware Creations" category is fairly open-ended, allowing participants to explore their hardware interests without any predefined theme constraints. Whether you're passionate about robotics, IoT devices, wearable technology, or any other hardware-related field, this category provides a platform to bring your ideas to life. Cobble together a hardware device with cardboard, microcontrollers, sensors, 3d printers, and more!

This category only allows for 4 teams.

Title	Description	Points	Judge Notes
Design and Build Quality	Quality of the hardware is well put together and functional. The design is useful and looks well put together that a user could easily use.	10	
Functionality	Does the hardware/software work as intended? Can the judges physically demo the project (TBD if possible)	20	
Creativity	Innovation is the cornerstone of hardware. We challenge participants to create projects that surprise, inspire, and captivate the judges with their fresh perspectives and inventive solutions.	20	
Usefulness	Could this be something someone uses everyday? Does this tackle a real problem?	10	

👨‍💼 💰 👩‍💼 Business

The Business Category in our hackathon is tailored for aspiring entrepreneurs and business enthusiasts. Participants are challenged to craft innovative business concepts and present them with a pitch deck, a comprehensive business plan, and a high-quality mockup or prototype. Judges, representing the Mizzou Business School, will evaluate the concepts' innovation, market potential, and feasibility. This category emphasizes strategic thinking, market research, and presentation skills, offering a platform for

participants to turn their creative ideas into viable business solutions. It's an opportunity to foster entrepreneurship and business acumen among the participants.

Title	Description	Points	Judge Notes
Business Concept	How well-defined and innovative is the business idea? Does it address a real need or problem in the market?	20	
Mockup Quality	How well-crafted and visually appealing is the mockup or design of the product? Does it effectively communicate the user experience?	15	
User-Centered Design	Is the user experience taken into account in the design? Does it feel intuitive and user-friendly?	10	
Market Research	Has the team conducted thorough market research? Do they understand their target audience, competitors, and potential challenges?	15	
Business Plan	How comprehensive and well-structured is the business plan? Does it cover key aspects such as market analysis, revenue model, marketing strategy, and financial projections?	20	
Innovation and Creativity	Are there unique or creative elements in the business idea, mockup, or plan that set it apart from existing solutions?	10	
Presentation	How well does the team present their business idea, mockup, and plan to the judges? Is the presentation clear, engaging, and persuasive?	10	
Feasibility	Is the business idea realistic and feasible? Does the plan consider potential obstacles and offer practical solutions?	10	