



Judging Criteria

1. Creativity (20%)

- How innovative is your idea? Does the team provide a convincing rationale for why their solution is practical and can be easily implemented?
- Does the solution consider user experience, interface and service design?
- How deep has the team been involved into the problem? Does it consider the significant technical issues related to the problem? Does it make good use of multiple tools/ software?

2. Clarity (10%)

- Is your idea clear to understand, adopt and use?
- Have you clearly mentioned any resources or existing work you may have used?

3. Functionality (30%)

- Does your idea accomplish its stated goal?
- Is it consistent with the theme you selected and your own defined scope and objectives?
- Could the concept or prototype be easily executed? Can it be implemented by one of our partners?
- Can further improvements be made to enhance its impact?

4. Impact (40%)

Usefulness

- How realistic is your idea?
- Does the proposed solution solve an existing Coronavirus problem or provide a direction to do so?

Scale

- What is the magnitude of the impact it would create? Small or large?
- Who will be impacted directly and indirectly? (target audience, quantity, demographics, sector)?
- What is the potential for the solution to have influence beyond its target audience?
- How likely is it that the solution will be adopted by the intended audience?