

### Hofstra's Hack-a-Thon Rubric

**Goal:** To create an application or game that benefits the greater good or promotes societal harmony for the Hofstra community.

	1	2	3	4	Score	X	Total
<b>Innovation (20pts)</b>	There is an already existing project with the same goal/functionality and it is not as good	There is an already existing project with the same goal/functionality and it is equal	This project provides a better/ faster/ clearer or new way to address the issue	This project is new or does something the old one did not or addresses it on a bigger scale/ higher level		<b>7.5</b>	
<b>Addresses the goal</b>	Does not address or benefit the greater good/promote societal harmony for the Hofstra community	Addresses the greater good/promote societal harmony for the Hofstra community but does not have a large impact	Addresses and impacts the greater good/promote societal harmony for the Hofstra community	Addresses and impacts the greater good/promote societal harmony for the Hofstra community in an exemplary manner		<b>5</b>	
<b>Functionality/ Utility</b>	Not intuitive, poor aesthetics	Functional but not aesthetic	Usable and aesthetic	Very intuitive, flows, very aesthetic		<b>5</b>	
<b>User Experience</b>	People would not use this product	Few people would use this product	This product with have a niche in the marketplace/people would use it	This product with have wide outreach in the marketplace/many people would use it		<b>5</b>	
<b>Presentation</b>	The team does a poor job of presenting the product	The team's presentation is adequate	The team's presentation is clear	The team does an exemplary job of demonstrating the project		<b>2.5</b>	