ECS Student Project Competition – Final Presentation Rubric

Criteria	Poor (0-2 pts.)	Marginal (3-5 pts.)	Acceptable (6-8 pts.)	Exceptional (9-10 pts.)
Use-Case/Problem Statement (15%)	The problem statement is not clearly defined and not relevant to the project	The problem statement is not well defined and not very relevant to the project	The problem statement is acceptably defined and somewhat relevant to the project	The problem statement is clearly defined and relevant to the project
	The use-case is not practical or feasible and has no potential for impact	The use-case is not very practical or feasible and has little to no potential for impact	The use-case is somewhat practical and feasible, and has potential for impact	The use-case is practical, feasible and has potential for impact
	The project team has no understanding of the problem	The project team has some understanding of the problem	The project team has demonstrated a general understanding of the problem	The project team has demonstrated an understanding of the problem
Experimental/Theoretical Design Process (20%)	The design process is not defined and inappropriate for the project	The design process is poorly-defined and not fully appropriate for the project	The design process is acceptably defined and somewhat appropriate for the project	The design process is well-defined and appropriate for the project
	The methodology is not defined and the experiments/theory are not defined	The methodology is unclear and the experiments/theory are not well-designed	The methodology is defined and the experiments/theory are fully designed	The methodology is clear and the experiments/theory are well-designed
	The project team have not demonstrated knowledge and skill in the relevant areas	The project team has demonstrated some knowledge and skill in the relevant areas	The project team has demonstrated general knowledge and skill in the relevant areas	The project team has demonstrated knowledge and skill in the relevant areas
Display/Prototype (30%)	The prototype is not functional or not visually appealing	The prototype is partially functional and not very visually appealing	The prototype is functional but visually has some issues	The prototype is functional and visually appealing
	The display has no to little information and cannot be followed	The display has very little information and difficult to follow	The display is informative and can be followed	The display is informative and easy to follow The project team has taken
	Prototype is not suitable for display or missing	Prototype is displayed but is incomplete	Prototype is suitable for display but may be somewhat incomplete	care to ensure that the prototype is suitable for display
	Many spelling and/or grammatical errors	3 misspellings and/or grammatical errors	No more than 2 misspellings and/or grammatical errors	No misspellings or grammatical errors
Creative Ability (10%)	The project is not unique	The project and/or solution is heavily based on an	The project pulls from and existing	The project is innovative and original
	The solution is not original	existing project(s)/solution(s)	project(s)/solution(s) but the team demonstrated creativity and ingenuity in the solution	The project team has demonstrated creativity and ingenuity in the solution
				The project has a unique and interesting approach
Overall Presentation Quality (25%)	The presentation is not clear	The presentation has some structure but is not very clear	The presentation has structure but lacks some clarity	The presentation is well-structured, clear and concise
	The project team did not communicate the purpose, problem statement, solution or impact of the project at all	The project team did not effectively communicate the purpose, problem statement, solution and/or impact of the project	The project team communicated the purpose, problem statement, solution and impact of the project	The project team has effectively communicated the purpose, problem statement, solution and impact of the project
	The presentation is not engaging, and the team is not enthusiastic and confident	The presentation is not very engaging, and the team is not very enthusiastic and confident	The presentation is somewhat engaging, and the team is somewhat enthusiastic and confident	The presentation is engaging, and the team is enthusiastic and confident

Scoring

Each category will be scored on a scale of 0-10, with 10 being the highest score. Each category will also be weighted. The scores for each category will be added together for a total score out of 10 after the weights are applied.