

RUBRIC GUIDELINE

A. JUDGES (STANDARD)

The judges for the International Competition and Exhibition on Computing Innovation (iCE-CInno) are comprised of professionals and educators in Computing and Computing-related areas. They have been drawn from various levels of government agencies, educational institutions, and private enterprises. Wherever possible, a judge's expertise or area of specialty will be considered in assigning projects to be evaluated. Each project is to be evaluated by at least three judges.

B. JUDGING CRITERIA

Marks will be awarded as follows:

Category STC- Skills Training Center, UG- IPT (Undergraduate), PG- IPT (Postgraduate), OC - Open Category & IT- International;

CRITERIA	PERCENTAGE
Innovation	25%
Commercialization and Marketability	20%
Performance and Practicality	15%
Aesthetic	10%
Presentation	25%
Publication	5%
	100%

Innovation (25%)

- This project involves the development and evaluation of innovative devices, models, techniques, or approaches in computing (both hardware or software).
- The participant can present his/her invention's features, functions, and structures completely and clearly.

Commercialization and Marketability (20%)

- Potential in terms of marketability (will attract buyers from across regions and producible at a cost that'll generate profit).
- Potential for technology transfer/ patent

Performance and Practicality (15%)

- Simple operation, easy maintenance, and compatible with variety of systems
- Workable and meets the needs.

Aesthetic (10%)

- Quality/suitability in terms of shape, colour, materials, user-friendly interface, system performance, and flow of operation

Presentation (25%)

- The overall video presentation is attractive, engaging, clear, well-organized, and complete.
- Slides, demonstrations, and supporting materials are organized, purposeful, easy to view, effective, and suitable for online presentation.
- The presenter is able to explain the project in a comprehensive, confident, and enthusiastic manner. This includes demonstrations, references to supporting information, visual aids, and the overall presentation flow.
- Appropriate video presentation techniques, clear audio quality, effective visual aids, and demonstrations are utilized to engage the evaluators effectively.

Publication(5%)

- The project has been published on platforms

Category PS- Primary School & SS- Secondary School – IDEA PITCHING;

CRITERIA	PERCENTAGE
Innovation	25%
Commercialization and Marketability	20%
Performance and Practicality	15%
Aesthetic	15%
Presentation	25%
	100%

Innovation (25%)

- This project involves the development and evaluation of innovative devices, models, techniques, or approaches in computing (both hardware or software).
- The participant can present his/her invention's features, functions, and structures completely and clearly.

Commercialization and Marketability (20%)

- Potential in terms of marketability (will attract buyers from across regions and producible at a cost that'll generate profit).
- Potential for technology transfer/ patent

Performance and Practicality (15%)

- Simple operation, easy maintenance, and compatible with variety of systems
- Workable and meets the needs.

Aesthetic (15%)

- Quality/suitability in terms of shape, colour, materials, user-friendly interface, system performance, and flow of operation

Presentation (25%)

- The presentation is clear, organized, and easy to follow.
- Slides, demonstrations, and supporting materials are organized, easy to view, and effective for online presentation.
- Proper use of video presentation techniques, audio quality, visual aids, and demonstrations to engage evaluators.

RUBRIC (UG- SKILLS TRAINING CENTER & IPT (UNDERGRADUATE), PG- IPT (POSTGRADUATE), OC- OPEN CATEGORY & IT- INTERNATIONAL)

Criteria	%	Given Marks	Total
A. Innovation	25		
A1. This project involves the development and evaluation of innovative devices, models, techniques, or approaches in computing (hardware or software).	5		
A2. The participant is able to present the invention's features, functions, and structures clearly and completely.	5		
A3. The project demonstrates creativity, originality, and uniqueness compared to existing solutions.	5		
A4. The innovation provides significant improvements or advantages over current methods or technologies.	5		
A5. The project shows potential for future enhancement and scalability.	5		
B. Commercialization and Marketability	20		
B1. Potential in terms of marketability (able to attract users/buyers across regions and producible at a profitable cost).	5		
B2. Potential for technology transfer, intellectual property, or patent registration.	5		
B3. Business potential, sustainability, and practical implementation in industry or society.	5		
B4. Competitive value and relevance to current market needs and trends.	5		
C. Performance and Practicality	15		
C1. Simple operation, easy maintenance, and compatibility with various systems or platforms.	5		
C2. The project is functional, workable, and meets user requirements effectively.	5		
C3. Reliability, efficiency, and usability of the system/product in real-world application.	5		
D. Aesthetic	10		
D1. Quality and suitability in terms of shape, colour, materials, interface, and workflow design.	5		
D2. The design/interface is attractive, user-friendly, and professionally presented.	5		
E. Presentation	25		
E1. The overall presentation is attractive, interesting, clear, organized, and complete.	10		
E2. Slides, demonstrations, and supporting materials are organized, easy to view, and effective for online presentation.	5		
E3. The presentation explains the project clearly and confidently with good presentation flow, including demonstrations and supporting information.	5		
E4. Proper use of video presentation techniques, audio quality, visual aids, and demonstrations to engage evaluators.	5		
F. Publication	5		
F1. The project has been published, presented, or documented in journals, proceedings, exhibitions, websites, or other academic/professional platforms.	5		
TOTAL	100		

RUBRIC (PS- PRIMARY SCHOOL & SS- SECONDARY SCHOOL CATEGORY – IDEA PITCHING)

Criteria	%	Given Marks	Total
A. Innovation (Idea-Based)	25		
A1. This project presents a creative and original idea.	5		
A2. The participant can explain the idea, purpose, and basic concept clearly and confidently.	5		
B. Commercialization and Marketability	20		
B1. The idea addresses a real-life problem relevant to the community.	5		
B2. The idea shows potential usefulness if developed in the future (conceptually).	5		
C. Performance and Practicality	15		
C1. The idea demonstrates a logical and well-structured concept that can reasonably work in real-life situations, appropriate to the participant's level.	5		
C2. The participant is able to clearly imagine and explain the idea step-by-step, even without a working model or technical implementation.	5		
D. Aesthetic	15		
D1. Visual materials (drawing, poster, slides, simple model) support the idea clearly	5		
E. Presentation	25		
E1. The presentation is clear, organized, and easy to follow.	5		
E2. Slides, demonstrations, and supporting materials are organized, easy to view, and effective for online presentation.	5		
E3. Proper use of video presentation techniques, audio quality, visual aids, and demonstrations to engage evaluators.	5		
TOTAL	100		