Each team will be judged on a 1 to 5 scale, 5 being the best, in the following categories:

1. Creativity
   - 5 – Original, non-obvious solution/recommendation
   - 3 – Reapplication or recombination of exiting solution
   - 1 – Unsurprising/obvious solution

2. Utility
   - 5 – Solution has large impact on the design challenge
   - 3 – Solution has moderate impact on the design challenge
   - 1 – Solution has minimal impact on the design challenge

3. Quality of analysis
   *Analysis is typically conducted to scope the problem and/or test a hypothesis*
   - 5 – Demonstrated an insightful analysis that accurately applies relevant models and methods
   - 3 – Demonstration of basic analysis
   - 1 – Insufficient analysis

4. Proof of function
   *Would the solution work?*
   - 5 – Successfully validated all critical aspects of the designed solution (through physical prototype and/or simulation)
   - 3 – Validated few aspects of the solution
   - 1 – Conducted insufficient validation for the solution/recommendation

5. Presentation
   *Did the team adapt their presentation to your level of understanding?*
   - 5 – Produced a clear and comprehensive presentation (oral and/or visual)
   - 3 – Produced presentation with average clarity
   - 1 – Unclear about what the project is or meant to do.

**Award Categories:**
- Best Project from each School – $1,000 for each team from Schools of AE, Architecture, BME, ECE, ISYE, ME, ME/ID, MSE, Music Tech, NRE, PubP.
- Best Interdisciplinary Team – $1500 for the team
- Best Overall Team – $3000 for the team