

Exhibition

Robofest Exhibition Judging Rubric

Division: ____ Jr. ____ Sr. Team Name: _____ Team ID: _____

Judge Name:

Brief project description:

5: Strongly Agree	excellent, outstanding, advanced, exemplary, or amazing
4: Agree	good, accomplished, or proficient
3: Neutral	average, intermediate level, or acceptable
2: Somewhat Disagree	attempted but needs work
1: Disagree	little attempted or needs lots of help

1 ~ 5

Judging Category	Sub Categories	Weight	Score
1. STEAM learning	This project truly demonstrates applications of science, technology, engineering, math, and artificial intelligence (AI).	8%	
	Students have an age appropriate understanding of the science, technology, engineering math, and artificial intelligence (AI) concepts they applied.	8%	
2. Project idea and originality	The project idea is very original and showed impressive creative thinking and problem solving skills.	10%	
3. Project demo performance (robot)	The official live robot demo is free from problems and very impressive.	10%	
4. Project presentation	Project presentation is clear, well organized, and delivered effectively within the allowed time.	8%	
	Information on the team poster, brochure and signage is clear, well designed, and able to be understood even by robotic novices. Project is within allowed size parameters (max 64 ft ² or 5.95 m ² including table).	4%	
5. Solution design	The solution design is creative, effective, user-friendly, and sturdy.	10%	
6. Project complexity	The project is complex with multiple features/functions, sensors, and components. Project uses advanced technologies such as AI (artificial intelligence, machine learning) or vision.	10%	
7. Practicality	The project shows potential as a useful and practical application of robotics technology.	8%	
8. Programming	Students able to explain their programming code during live presentation.	4%	
	Programs are well designed, structured, and commented (code document must be submitted).	10%	
9. Team independence	Based on my observations and interaction with the team, I believe the project was mostly designed, developed, and programmed by students, not by adult coaches, parents, or mentors. The students were able to clearly and confidently explain each part of their project.	5%	
10. Video	The video gives a clear explanation of features of the project, includes the Team ID, Team Name and Team member introduction (min 4 minutes/max 5 minutes).	5%	