Capstone Project Final Presentation Evaluation Form

CSc 59866/7 Capstone I/II: BEAT+: Adding Branding and Entrepreneurship for Real-World Applications Using Emerging Technologies, The City College of New York. Spring 2024

A [4 points]. Characterizing the need (**Assistive Applications**)Did the team clearly define the problem? Do they understand the problem they are trying to solve—who would use the design? Did they consider "real life" use scenarios?

B [4 points]. Coordination with communities and users (**Entrepreneurship**)Did the team communicate well with the people who may benefit from their invention and the communities serving those people? Did the team understand the market and users?

C [4 points]. Ease of use (**Branding**) Is the invention intuitive for their users? If instructions are required, are they easy to understand? Are the name, logo and interfaces of the invention inviting and fitting?

D [8 points]. Design solution (**Technology Innovation**) How useful is the invention to the community and users and to the people they serve? Does the invention do what it is supposed to do? Does the technology sound and cutting edge?

Team	Applications (4 pts)	Entrepreneurship (4 pts)	Branding (4 pts)	Technology (8 pts)	Total (20 pts)
1.	(4 pts)	(4 μισ)	(4 pts)	(o pts)	(20 pts)
Career					
Compass (CREATE) (Zahn)					
2.					
EmpowerED					
(CREATE)					
3.					
MAC-You-Visi					
on+					
(Lighthouse Guild)					
4.					
Pre4Success-					
VR					
(CREATE)					
5.					
Barista					
Training					
6.					
MedAlert					
7.					
Inclusify					
(CREATE)(Zahn)					
8.					
EmployAble					
(CREATE) (Zahn)					

Evaluator's	Name	
∟vaiuai∪i 5	Name	

(If you want to provide more detailed comments, you may put them in the next page)

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Comments to the Teams:

