STEM-a-thon Rubric

1. **Innovation & Creativity** (4 points)
    - ___/ 2 Is the solution original or a unique improvement of an existing idea? (2 pt)
    - ___/ 2 Does it creatively address the identified problem? (2 pt)
2. **Feasibility & Technical Viability** (3 points)
    - ___/ 2 Can the solution realistically be implemented with current technology/resources? (2 pts)
    - ___/ 1 Could the prototype or concept function as intended? (1 pt)
3. **Impact & Market Potential** (4 points)
    - ___/ 1 Who benefits from the solution? Is it a niche market with a specific need or does it appeal at a broader scale? (1 pt)
    - ___/ 2 How effectively does it address a real-world need? (2 pt)
    - ___/ 1 Is there a clear path for scaling or implementation? (1 pt)
4. **Presentation & Communication** (3 points)
    - ___/ 1 Clarity, organization, and persuasiveness of the pitch and engagement (eye contact, tone, confidence) (1 pt)
    - ___/ 1 Effective use of visuals/prototype demonstration (1 pt)
    - ___/ 1 Adherence to time limit (e.g., under 3 minutes) (1 pt)

___ / 14 Total Points