Smart Campus Competition
Rubric Scoring Guide

	Low	Medium	High
Impact	Vague definition of problem, with unclear use-case and no clear beneficiaries impacted by the solution.	The problem addresses minor gaps in existing solutions but lacks strong real-world impact or scale of significance.	Clearly defined, highly significant problem with multiple beneficiaries impacted; solution addresses a critical real need.
Feasibility	Impractical or purely technical, solution would work only in a lab, not realistic for real-world application.	Some practical application but lacks adoption strategies or scalability; limited end-user feedback.	Real-world, cost-effective solution that can be rapidly prototyped and tested; addresses adoption barriers successfully.
Creativity	Solution is conventional or replicates existing ideas; lacks innovation.	Some novel elements but heavily grounded in pre-existing concepts or minimal creativity applied.	Highly innovative and unique solution, offering fresh ideas or approaches not commonly seen in the current market.
Content	Incomplete solution or vague content; lacks depth and misses key information to support value proposition.	Core functionality is presented but lacks thorough explanation or coverage of user adoption barriers.	Comprehensive content that demonstrates clear problem-solving abilities, backed by data, research, or real-world validation.
Presentation	Disorganized and unclear presentation, with limited explanation and low engagement with the audience.	Adequate presentation, but lacks strong clarity, flow, or full audience engagement.	Well-structured, clear, and engaging presentation that captivates the audience, with strong visuals and confident delivery.