

Criterion	0	1	2	3	4	5
<b>Theme</b>	The project does not have a clear theme or purpose.	The project has a vague theme and lacks a clear purpose.	The project is tangentially related to the theme and lacks a clear purpose.	The project identifies and attempts to solve a problem related to the theme.	The project identifies a problem related to the theme and provides an adequate solution to the problem.	The project identifies a problem, critically reflects on different solutions and selects the best solution to solve a problem related to the theme.
<b>Technology</b>	The project does not use any type of hardware or software.	The project attempts to use some form of technology.	The project uses technology in order to achieve its purpose.	The project uses technology appropriately in order to achieve its purpose.	The project uses many sophisticated technical concepts and means to achieve its purpose.	The project has a high level of technical complexity involved, combining different technologies effectively and appropriately to achieve its purpose.
<b><u>Presentation</u></b>	No evidence of a presentation.	The presentation is largely incoherent or irrelevant.	The presentation is able to rudimentarily convey a message.	The presentation is informative and clear for the most part.	There is some engagement and interaction. The delivery is informative and clear.	The presentation is highly engaging and interactive. The delivery appears very confident. All content is presented clearly and concisely.
<b>Originality</b>	The project lacks any sign of creativity or thought.	The project shows signs of minimal creativity.	The project takes a conventional approach to the problem.	The project improves on conventional approaches to this problem.	The project shows creativity in its use of technology and its approach to the problem at hand.	The project takes a highly creative approach to the problem at hand, using innovative methods outside of the conventional techniques used to solve similar problems.
<b>Accessibility</b>	The project is not usable.	The project is barely usable.	The project can be used in a rudimentary and disjointed manner.	The project can be used and is able to solve the problem identified.	There is a clear and user interface project can be used with ease.	The project has a clear and engaging user interface and has great consideration to convenience and ergonomics.

**Total Score: / 25**