



IDX STUDENT SHOWCASE: JUDGES RUBRIC

All presentations will be score based on this provided rubric. Judges may score .5 in each category. Scored rubrics will be provided to all teams after each showcase.

Updated for 2025 IDX Showcase.

PRODUCT	NONE	POOR	FAIR	GOOD	GREAT
DESIGN: Product is smartly designed: functional, user-friendly, aesthetically pleasing, makes effective use of materials, etc.	0	1	2	3	4
VALUE: Product has a meaningful purpose that adds value to society; team can defend the potential value.	0	1	2	3	4
ORIGINALITY: Product is new, original and/or an improvement or modification of an existing product.	0	1	2	3	4
THEME: Product solves a problem related to competition theme.	0	1	2	3	4

DOCUMENTATION	NONE	POOR	FAIR	GOOD	GREAT
SLIDEDECK: An organized, complete slidedeck documents the team's design process with visual and written content.	0	1	2	3	4
CONTENT: Slidedeck's written content is descriptive, thorough and free of spelling/grammar mistakes.	0	1	2	3	4
APPEARANCE: Slidedeck is visually appealing with engaging visual content.	0	1	2	3	4



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PROCESS	NONE	POOR	FAIR	GOOD	GREAT
ITERATION: Evidence of multiple iterations of ideas and prototypes.	0	1	2	3	4
RESEARCH: Team conducted research to identify a problem and incorporated their findings in product design.	0	1	2	3	4
FEEDBACK: Iterations incorporate changes based on user testing & feedback.	0	1	2	3	4
FUTURE ITERATIONS: Team presents possible future improvements on design.	0	1	2	3	4
CREATIVITY: Product/process shows evidence of creative thinking and/or materials are used in new or creative ways.	0	1	2	3	4

PRESENTATION	NONE	POOR	FAIR	GOOD	GREAT
KNOWLEDGE: Team demonstrates knowledge on software, hardware & materials used as well as overall process.	0	1	2	3	4
CONTRIBUTION: Team demonstrates all work is their own; evident that each member was a contributor to the project.	0	1	2	3	4
DISPLAY: Visual materials/prototypes presented by team are polished and help to tell the story of the team's process.	0	1	2	3	4
"WOW" FACTOR: Overall quality and effectiveness of presentation and materials; enthusiasm and effort of team; going the extra mile.	0	1	2	3	4