

## Build On, ASEAN: Judging Rubrics

**Note: Teams are judged based on Relevance, Innovation, Technicality, Business Viability and Presentation.**  
**Please rate the project based on a scale of 1-5. You can give increments in 0.5, for example 1.5, 2.5, 3.5, 4.5.**

Criteria	5 (Highest)	4	3	2	1 (Lowest)
<b>Relevance/Idea Concept</b>	Presented solution/prototype addresses all the problems completely and is fully relevant to the selected challenge statement.	Presented solution/prototype addresses most of the problems and is mostly relevant to the selected challenge statement.	Presented solution/prototype somewhat addresses some of the problems and is somewhat relevant to the selected challenge statement.	Presented solution/prototype barely the problems and mostly irrelevant to the selected challenge statement.	Presented solution/prototype does not address any of the problems at all and is completely irrelevant to the selected challenge statement.
<b>Innovation</b>	Presented solution/prototype is completely original and fresh.	Presented solution/prototype is relatively original and fresh.	Presented solution/prototype is inspired by existing idea(s).	Presented solution/prototype bears much resemblance to existing idea(s).	Presented solution/prototype is not original or fresh at all.
<b>Technicality</b>	Very good use of AWS Services to build solution. Very sophisticated architecture.	Some use of AWS Services. Very sound architecture.	Some use of AWS Services. Logical architecture.	Little use of AWS Services. Basic architecture.	No use of AWS Services. Illogical or missing architecture.
<b>Business Viability</b>	Presented solution/prototype is feasible and there is potential for future enhancements. Business ideas can be brought to market after development.	Presented solution/prototype is relatively feasible and there is some potential for future enhancements. Most of the business ideas can be brought to market after development.	Presented solution/prototype is somewhat feasible and there is some potential for future enhancements. Some of the business ideas can be brought to market after development.	Presented solution/prototype is hardly feasible and there is little potential for future enhancements. Almost no idea can be brought to market after development.	Presented solution/prototype is not feasible at all and there is no potential for future enhancements. Business ideas cannot be brought to market at all.
<b>Presentation</b> <small>*only for the Finale round</small>	Prototype and presentation materials are visually appealing, easy to understand and the overall presentation is very convincing.	Prototype and presentation materials are relatively appealing, easy to understand and the overall presentation is convincing.	Prototype and presentation materials are somewhat visually appealing, yet not very easy to understand and the overall presentation is acceptable.	Prototype and presentation materials are not visually appealing hardly comprehensible and the overall presentation unimpressive.	Prototype and presentation materials are not bland and fail to convey the message on the solution.