Raspberry Pi Lebanon Competition Criteria

#	Criterium
1	**Creativity - 20**
1.1	Originality of the idea; unique and surprising; shows a personal touch; Incorporating new directions or approaches to existing projects combining different elements into a coherent whole
1.2	Imaginative, may use common materials ideas in new and surprising ways
1.3	Futuristic approach successfully breaking rules or conventions
1.4	Project extansability (connectivity, scalabilty, upgradable, modulation)
2	**Relevance to benefitting Lebanon - 15**
2.1	Targets a problem that is clearly defined in the community or nationawide and reasons for selecting solution is clear
2.2	Problem is researched (talking to people, focus groups, statistics)
2.3	Efficiency of the solution proposed
3	**Team passion - 15**
3.1	Dynamicity of the team
3.2	Organization and planning, shared responsibility towards the project between team members
3.3	Presentation skills
4	**Simplicity - 15**
4.1	Appropriate use of material, simplicity of design
4.2	Solution can be explained in simple terms
4.3	Simplicity of use
5	**Commercial and entrepreneurial potential - 15**
6.1	Idea can be further developed/has potential and accessible to a wide audience
6.2	Project marketing, website, social media, brochure
6.3	Project impact
6	**Execution - 20**
6.1	Cost efficiency ratio
6.2	Well-crafted with style
6.3	Design process of the solution (design goals, objectives and understanding of design requirements, real life constraints, limitations and potential)
6.4	Code works and meets the project requirements

Raspberry Pi Lebanon Competition Awards

#	Traits	Design
1	**Problem Statement**	Problem statement demonstrates solid understanding of problem and includes final design deliverables
2	**Design goals**	Clear and complete identification of design goals, objectives and understanding of design requirements, real life constraints, limitations and potential
3	**Process**	Clear definition of solution, procedure and methods used
4	**Tools**	Clear evidence of ability to select appropriate tools, techniques and skills to achieve the design
5	**Analyses and conclusion**	Analyses is used to enhance design effectiveness and clear evidence of correct conclusion of effectiveness of the design effectiveness and tools selected
#	**Traits**	**Team Spirit**
1	**Division of work**	Demonstrates the contribution of all team members to reach the project goals; specific member roles are clearly introduced. Work division is balanced. Each team member seems to know as much as the other team member
2	**Attitude**	Team is supportive to each other and appreciative of the contribution of each member
3	**Authenticity**	Team demonstrates students' authentic work (minimal guidance of teachers/mentors); the project is designed, developed, and coded by students, not by teachers coaches or mentors
4	**Perseverance**	Team explains how challenges were overcome
5	**Dynamics**	Team shows cohesive and fun behavior
#	**Traits**	**Innovation**
1	**Originality**	Originality and innovativeness of the idea; unique and surprising; idea shows thinking outside the box
2	**Imaginative**	Imaginative, may use common materials ideas in new and surprising ways
3	**Combination**	Incorporating new directions or approaches to existing projects combining different elements into a coherent whole
4	**Futuristic**	Futuristic approach successfully breaking rules or conventions
#	**Traits**	**Code**
1	**Specifications**	The code works and meets the project specifications
2	**Readability**	The code is exceptionally well organized and very easy to follow
3	**Reusability**	The code could be reused as a whole or each routine could be reused
4	**Documentation**	The documentation is well written and clearly explains what the code is accomplishing
5	**Efficiency**	The code is extremely efficient without sacrificing readability and understanding