Each team will be judged on a 1 to 5 scale, 5 being the best, in the following categories:

1. Creativity
   - 5 – Original, non-obvious solution/recommendation
   - 3 – Reapplication or recombination of exiting solution
   - 1 – Unsurprising/obvious solution

2. Utility
   - 5 – Solution has large impact on the design challenge
   - 3 – Solution has moderate impact on the design challenge
   - 1 – Solution has minimal impact on the design challenge

3. Quality of analysis
   
   Analysis is typically conducted to scope the problem and/or test a hypothesis
   - 5 – Demonstrated an insightful analysis that accurately applies relevant models and methods
   - 3 – Demonstration of basic analysis
   - 1 – Insufficient analysis

4. Proof of function

   Would the solution work?
   - 5 – Successfully validated all critical aspects of the designed solution (through physical prototype and/or simulation)
   - 3 – Validated few aspects of the solution
   - 1 – Conducted insufficient validation for the solution/recommendation

5. Presentation

   Did the team adapt their presentation to your level of understanding?
   - 5 – Produced a clear and comprehensive presentation (oral and/or visual)
   - 3 – Produced presentation with average clarity
   - 1 – Unclear about what the project is or meant to do.

Award Categories:
1. Best Overall Award
2. Best Interdisciplinary Team Award (for teams that comprise of members from more than one School)
3. Best Team from each School Category
   - One award from the Schools of AE, Arch, BME, ECE, ISyE, MSE, Music, NRE, Public Policy, ME and ME/ID