Programming, Apps & Robotics Judging



SC11001.

Project Title: _____

Type of Project: eg simulation, control of a robot, demonstration of a Science concept,

Criteria for Judging

- Years R-6: the entry programs a robot using Lego Mindstorm, eLabtronics, Microbic or similar program.
- Years 7-12: the entry programs a computer using Java, C++, Fortran, Visual Basic or similar language.
- This is a science competition, not a programming contest. Entries should contain a substantial science content.
- Simulations must exhibit a scientific principle and allow other users to vary parameters and see the effects.
- Where possible, two judges should assess each project, and decide on winners by consensus.

The entry meets the programming requirements of Years R-6 or 7-12 as above?	
What programming language(s) and tools were used to create the project?	
Does the entry contain significant Science content? What is this Science concept that is explored or used? Is the science accurate?	
How effective is the robot/ computer program in investigating or demonstrating the Science idea?	
Why did the students choose to do this project? Why did they do it using a computer / robot?	
Does the project have a practical use? Who would use it, and why?	
Is the project appealing? Would another person want to use it?	
Are the images/displays of the project appropriate for the material? (Consider use of pictures, charts, diagrams, numbers displayed appropriate units)	
How robust is the project? Does it gracefully handle bad input from users? Does it crash?	
What documentation accompanies the project? Are there clear instructions explaining how to load and use the program?	
Is there a hard copy of the program, and an explanation of what the sections of the program do?	
Is the project substantially the work of the students? If help was received, has it been acknowledged?	
What is the overall assessment of the project? Which elements are particularly striking?	
Any other comments?	