

Evaluator Guidelines

INSTRUCTIONS: Sample questions to consider are provided in each category.

For high school submissions, please keep in mind that these are ideas submitted by high school students. They should not be held to the same standard as submissions to the open competition.

CATEGORY 1: ALIGNMENT WITH PROJECT GOALS

Project Goals:

Enhancing the visibility of the VLDS and increasing its usage

Developing innovative uses of the VLDS data

Creating solutions to benefit stakeholders (students, educators, policymakers, and citizens)

To assist in better data-driven decision making.

Does the app fit within the scope of the project's goals listed above?

How does the app address project goals?

Is more than one goal addressed?

CATEGORY 2: FUNCTIONALITY & TECHNICAL MERIT

Consider the following categories:

Effectiveness (how the app fulfills user needs, renders meaningful results, etc.)

Efficiency (the speed of results returned, low need for help, low click-count, etc.)

User Friendliness (simple navigation, ease of learning, easy-to-use on first exposure, learning is retained on repeated exposure)

User satisfaction (performance, control, user preferences, available help, few errors, few backtracks)

Does the narrative and/or video explain which datasets are used?

Is it clear how the data are used?

Does the app use the required data in a meaningful way or does it appear that they are used as an afterthought?

Sound approach?

Does the narrative include a timeline with actionable milestones

Actually works*

**When you test the app using the URL provided, does it actually work?*

Does the app perform in the way the narrative (and/or video) claims it does?

Is the narrative/user manual clear and easy to understand?

User-friendly. Are features simple? (e.g., changes, drill downs)

Does the narrative discuss case studies (give examples)

How effective is the video?

Does the video clarify what is contained in the narrative/user manual? Is it effective in demonstrating how the app works?

In the event of a report generating app, does the narrative address how current the data used will be, how it will be kept current and who will be responsible for keeping it current?



CATEGORY 3: USEFULNESS TO STAKEHOLDERS

(students, educators, schools, policymakers, citizens)

Consider the following: **Aesthetics** (presentation of interface, images, icons, layout)

Is the target audience/user base identified (e.g., researchers, educators, policymakers)?

Does the app demonstrate why this tool is uniquely relevant to them?

Does the app demonstrate a case where their needs are addressed?

Would this app make a significant impact (what type of impact would this app make) for target users?

How likely is it that target users will use this app?

CATEGORY 4: FEASIBILITY & IMPLEMENTATION (Weight 20%)

Given the technical aspects of this app, is it technically feasible to implement it for the intended users? (For all users or only those with access to particular equipment/systems?)

Is there an implementation plan included?

Ease of implementation on small scale/large scale?

Would implementing this app likely to be cost-effective or cost-prohibitive?

CATEGORY 5: Creativity (Weight 20%)

Unique, innovative, attractive, "wow" factor

