



Metro Minds STEAM Challenge judging criteria score card

Part 1: Concept brief and video pitch

	Exceeds expectations	Meets expectation	On the right track	Score
Concept brief outlining process of design thinking	<p>8-10</p> <p>The concept brief demonstrates a highly developed understanding of all the stages in the process of design thinking. The concept brief meets the 500 word maximum word limit.</p>	<p>4-7</p> <p>The concept brief demonstrates a satisfactory understanding of most stages in the process of design thinking. The concept brief meets the 500 word maximum word limit.</p>	<p>1-6</p> <p>The concept brief demonstrates a partial understanding of the process of design thinking. The concept brief does not meet the 500 word maximum word limit.</p>	/10
Innovation	<p>18-25</p> <p>The innovation is an original and creative idea which is highly suitable for possible users. The idea solves all or most aspects of the identified problem/challenge. At least one STEAM discipline underpins the innovation.</p>	<p>9-17</p> <p>The innovation is an original idea or a significant improvement of an existing idea and has satisfactorily considered possible users. The idea solves most or some aspects of the identified problem. At least one STEAM discipline underpins the innovation.</p>	<p>1-8</p> <p>The innovation is an already existing idea and shows some consideration for possible users. The idea solves some aspects of the identified problem. At least one STEAM discipline underpins the innovation.</p>	/25
Real world application	<p>11-15</p> <p>All aspects of the innovation are realistic, achievable and could be used in the real world.</p>	<p>6-10</p> <p>Most aspects of the innovation are realistic, achievable and could be used in the real world.</p>	<p>1-5</p> <p>Few aspects of the innovation are realistic, achievable and could be used in the real world.</p>	/15
Video pitch application	<p>11-15</p> <p>The video pitch communicates a highly developed understanding of the challenge or opportunity explored, its application to Sydney Metro, value to the community and demonstrates a prototype that has been thoroughly developed, designed and tested.</p>	<p>6-10</p> <p>The video pitch communicates a satisfactory understanding of the challenge or opportunity explored, its application to Sydney Metro, value to the community and demonstrates a prototype that has been developed, designed and tested.</p>	<p>1-5</p> <p>The video pitch communicates an understanding of the challenge or opportunity explored, its application to Sydney Metro, value to the community but requires further conceptualisation. The video pitch demonstrates a prototype that has been developed, designed and tested to some extent.</p>	/15
Video pitch delivery	<p>8-10</p> <p>Students confidently deliver video pitch with strong use of eye contact, gestures, intonation and pace. The video pitch contains sophisticated use of visuals. All group members are involved in the video pitch presentation.</p>	<p>4-7</p> <p>Students successfully deliver video pitch with solid use of eye contact, gestures, intonation and pace. The video pitch contains satisfactory use of visuals. All group members are involved in the video pitch presentation.</p>	<p>1-3</p> <p>Students deliver video pitch with some use of eye contact, gestures, intonation and pace. The video pitch contains visuals but their use could have been more relevant. Some group members are involved in the video pitch presentation.</p>	/10
How does the innovation fit the Metro Minds STEAM Challenge brief	<p>18-25</p> <p>The prototype, concept brief and pitch demonstrate a highly collaborative team effort and a sophisticated and curious approach to deliver a leading edge and forward thinking innovation that serves the local community.</p>	<p>9-17</p> <p>The prototype, concept brief and pitch demonstrate a collaborative team effort and a curious approach to deliver a forward thinking innovation that serves the local community.</p>	<p>1-8</p> <p>The prototype, concept brief and pitch demonstrate a team effort developing in confidence and a mostly curious approach to deliver an innovation that may serve the local community.</p>	/25

TOTAL /100

Part 2: Live pitch

Notes

Score

Finalist Presentation

45

Overview

Provide a brief group introduction including an overview of your identified problem and innovation/solution.

/5

Innovation

Explain why you think your prototype is an innovative solution. How does it differ to existing ideas and solutions?

/15

Real world application

It is important that innovations/solutions are realistic and achievable. Explain how your innovation could be used in the real world.

/10

Active and informed citizens

Your team have clearly approached the Challenge in a creative, innovative, collaborative and resourceful manner. The team is able to empathise with and appreciate real-world challenges and opportunities faced by Sydney Metro and have drawn upon a range of learning areas and resources.

/15

Finalists interaction with judging panel and response to guided and impromptu questions

55

Your team's responses to panel questions clearly indicated a deep understanding of the Sydney Metro project, the intended user of your innovation and the potential impact of your innovation.

/35

All team members are able to interact with judges and stakeholders.

/10

Your team demonstrate a strong understanding of the overall challenge

/10

TOTAL

/100