

Student Name: _____

Project # _____

Category: _____

Judging Engineering Projects

(Put additional notes on reverse side if needed.)

"Pick the best...Encourage the rest!"

ISEF Criteria and Judging Notes

Score

I. Research Problem (10 points)

- Description of a practical need or problem to be solved
- Definition of criteria for proposed solution
- Explanation of constraints

I. _____

II. Design and Methodology (15 pts)

- exploration of alternatives to answer need or problem
- identification of a solution
- development of a prototype/model

II. _____

III. Execution: Data Collection, Analysis and Interpretation (20 pts)

- prototype demonstrates intended design
- prototype has been tested in multiple conditions/trials
- prototype demonstrates engineering skill and completeness

III. _____

IV. Engineering Creativity† (20 pts)

- Project demonstrates significant creativity in one or more of the above criteria

IV. _____

V. Presentation, Poster (10 pts)

- Logical organization of material
- Clarity of graphics and legends
- Supporting documentation displayed

V. _____

VI. Student's Knowledge, Interview (25 pts)

- Clear, concise, thoughtful responses to questions
- Understanding of basic science relevant to project
- Understanding interpretation and limitations of results and conclusions
- Degree of independence in conducting project
- Recognition of potential impact in science, society and/or economics
- Quality of ideas for further research
- For team projects, contributions to and understanding of project by all members

VI. _____

Judge's Name: _____

TOTAL: _____

†A creative project demonstrates imagination and inventiveness. Such projects often offer different perspectives that open up new possibilities or new alternatives. Judges should **place emphasis on research outcomes in evaluating creativity.**