Category:

- 1. School (Primary & Secondary)
- 2. University (Students)
- 3. Academician, Industry & Professional

Scope:

- 1. Science, Technology & Engineering
- 2. Social Sciences & Education
- 3. Junior Innovator

Judges:

- 1. Judge is not allowed to participate in this event (as a leader or team member).
- 2. Honorarium:
 - a. E-certificate

Judging Criteria:

The following criteria will be judged by the panels:

- 1. Novelty & Uniqueness
 - Product must be original and unique.
- 2. Benefit to mankind
 - Product can be benefitted to potential end user at different level (nation, community, field).
- 3. Commercialization
 - Product is marketable and user-friendly.
- 4. Status of Invention/ Innovation/ Design
 - Product is prototype ready and supported with any recognition/ publication.
- 5. Video Presentation
 - The video presentation should be brief, clear, quality and concise.
 - Maximum duration = 10 minute.

The judge's decision is final, and no disputes or appeals will be entertained.

JUDGING FORM

Judge I	Name	:
Vidoo	ın	

Categories of	 Academician 	 University 	School (primary/
Participants	ST SS	ST SS	secondary)

	EVA	LUATION CRITERIA	SCORES												
		Please	Tick One												
Component /	Ranking:	Low	Med	Medium					High						
Criteria		1-3	4	4-7 8-10											
	1.	NOVELTY & UNIQUE	NESS (20%)												
	High: New ideas/design/prod	uct													
Originality	Medium: Updated of existing	product		1	2	3	4	5	6 7	8	9	10			
	Low: Familiar product/product	t with low originality					!_			1					
	High: Outstanding level of cre	eativity													
Creativity	Creativity Medium: Average level of creativity				2	3	4	5	6 7	8	9	10			
	Low: Low level of creativity								!						
	2.	BENEFIT TO MANK	IND (20%)												
	High: High contribution in solv	• .													
Applicability	Medium: Moderate contributi	= :		1	2	3	4	5	6 7	8	9	10			
	Low: Little contribution in solv				ļ.					1					
Level of	High: Contribution to the nation	on													
contribution Medium: Contribution to the community			1	2	3	4	5	6 7	8	9	10				
Low: Contribution to the field of study															
	3. POT	ENTIAL COMMERCIA	LIZATION (2	20%)											
Market	High: High market demand														
Potentiality Medium: Good market potential				1	2	3	4	5 (6 7	8	9	10			
·	Low: Low market potential									<u> </u>					
	High: Demonstrate high level o	Practically & Versatilit	ty												
Practically &	Medium: Demonstrate adequa	te level of Practically &	į.												
Versatility	Versatility			1	2	3	4	5 (6 7	8	9	10			
	Low: Demonstrate low level of	Practically & Versatility	y												

		1									
	High: Design/product is ready										
Readiness	Medium: Design/product is almost ready/prototype	1	2	3	4	5	6	7	8	9	10
	Low: Design/product is at beginning planning phase	<u> </u>									<u> </u>
	High: Supporting with excellent evidence										
Recognition/	Medium: Supporting with average evidence										
publication Low: Supporting with low evidence			١,	2	4	_	_	-	_	_	40
			2	3	4	5	6	/	8	9	10
	* Evidence: publication in journal, indexed proceeding paper,										
	patent, copyright etc										
	5. VIDEO PRESENTATION (20%)	•									
Quality of	High: Excellent presentation										
Presentation	Medium: Average presentation	1	2	3	4	5	6	7	8	9	10
	Low: Poor presentation			<u> </u>		<u> </u>		<u> </u>		<u> </u>	<u> </u>
	(* video presentation must not exceed 8 minutes. Any										
	additional minutes will be deducted)										

o Platinum		
	SIGNATURE:	