RoboMed

Judging Rubric

ROBOFEST LAWRENCE TECHNOLOGICAL UNIVERSITY

Division: _____Sr. ____ College   Team Name: _____ Team ID: _____

Judge Name:

Brief project description:

1 ~ 5

Judging Category	Sub Categories	Weight	Score
1. STEM learning	This project truly demonstrates applications of science, engineering, and math for medical & healthcare related projects.	7%	
	Students have an age appropriate understanding of the science, engineering and math concepts they applied for the medical robotics project.	7%	
2. Project idea and originality	The project idea is very original and shows impressive creative thinking and problem solving skills.	12%	
3. Project demo performance (robot)	The official public robot demo is free from problems and very impressive.	12%	
4. Project presentation	Project presentation is clear, well organized, and delivered effectively within the allowed time.	8%	
	Information on the team poster, brochure and signage is clear, well designed, and able to be understood even by robotic novices. Project remained within allowed size parameters.	4%	
5. Teamwork	Specific member roles are clearly introduced. Work division is well balanced. Team members are respectful toward each other.	5%	
	Teamwork and team spirit are evident. *Note: If the team only has one member, the score should be 1.*	3%	
6. Robot/device design	The robot mechanical/hardware design is creative, effective, user-friendly, and sturdy.	8%	
7. Project complexity & intelligence	The project is complex with multiple intelligent & interactive features/functions, sensors, and components.	8%	
8. Practicality & Entrepreneurship	The demonstrated project shows potential as a useful and practical application of robotics technology for real-world biomedical applications.	6%	
	Team members have the entrepreneurship mindset and business plans on how to commercialize their systems.	7%	
9. Programming	Students are able to explain their programming code. Programs are well structured and commented.	8%	
10. Team Independence	Based on my observations and interaction with the team, I believe the project was mostly designed, developed, and programmed by students, not by adult coaches, parents, or mentors. The students were able to clearly and confidently explain each part of their project.	5%	