

Programming, Apps & Robotics (including electronic games): Electronic Games Judging Rubric

Criteria for Judging

- This is a science competition, not a programming contest. Entries should contain a substantial science content.
- Where possible, two judges should assess each project, and decide on winners by consensus.

	Excellent	Good	Satisfactory	Developing	Not Evident
Scientific Understanding	Deep, accurate science content central to gameplay. Shows strong science understanding.	Accurate and relevant science enhances game experience.	Basic science content is present and mostly correct.	Limited science or occasional inaccuracies.	Science is minimal or incorrect.
Game Design & Playability	Highly engaging, intuitive, with meaningful interaction. Strongly supports science learning.	Fun and mostly smooth to play. Good depth and science learning value.	Functional, some replayability. Sound connection to science learning	Playability issues or weak link to science learning.	Difficult to play or not functional. Little or no science learning.
Creativity & Originality	Unique concept, innovative use of science in gameplay or design.	Some original features and use of science content.	Based on common ideas with modest science innovation.	Heavily derived with minimal science ideas.	Little or no science content or originality.
Presentation & Usability	Clear, polished interface and visuals. Instructions and documentation are comprehensive, succinct and easy to follow.	Mostly clear and appealing. Instructions are understandable.	Usable interface, basic instructions.	Inconsistent visuals or unclear instructions.	Poor interface, confusing or missing instructions.
Technical Execution	Well-structured code or platform. Game runs smoothly and handles errors gracefully.	Mostly stable with minor issues.	Consistent functionality with occasional bugs.	Limited, unstable, but somewhat usable.	Crashes or frequent errors; not functional.