

“Get Your Foot in the Door” Engineering Day Competition: Judging Criteria

Team Name: _____

School: _____

Judge(s): _____

Write up:

LEARNING OBJECTIVES	<ul style="list-style-type: none"> Student(s) demonstrate an aptitude for learning and exhibit knowledge growth 	5	4	3	2	1
GOALS	<ul style="list-style-type: none"> Goals are specific, measurable, achievable, relevant, and time-bound 	5	4	3	2	1
REAL-WORLD COMPARISON	<ul style="list-style-type: none"> Teams can describe how they would scale-up the model by selecting material, dimensions, etc. 	5	4	3	2	1

5 = Excellent, 4 = Very Good, 3 = Good, 2 = Average, 1 = Poor

Files (STEP, STL, Solidworks, etc.):

DESIGN	<ul style="list-style-type: none"> Design clearly resembles a shoe Details are thorough and feasible 	5	4	3	2	1
STRUCTURE	<ul style="list-style-type: none"> Shoe structure is stable Design is compatible with 3-D printing constraints 	5	4	3	2	1
CREATIVITY	<ul style="list-style-type: none"> Project demonstrates creativity Project reflects original work 	5	4	3	2	1
MEETS REQUIREMENTS	<ul style="list-style-type: none"> Maximum dimensions are not exceeded Project was submitted prior to the deadline 	5	4	3	2	1
OVERALL EFFECT	<ul style="list-style-type: none"> Material presents well Overall project demonstrates unity 	5	4	3	2	1

5 = Excellent, 4 = Very Good, 3 = Good, 2 = Average, 1 = Poor

Total Points:

40 POINTS TOTAL	
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Additional Feedback:

