## Capstone Final Project Evaluation on Monday 11:00AM - 01:30PM, May 11, 2020

CSc 59866/7 Capstone I/II: BEAT: Branding and Entrepreneurship of Assistive Technologies for Social Good, The City College of New York. Join Zoom Meeting: https://ccny.zoom.us/j/786980598



## Judge Evaluation Form



Judges: This four teams are CREATE related and partner with Goodwill, so the impact on employment of people with ASD will be important. Teams 1, 5 and 6 will go Albany for the CREATE Competition with the following evaluation categories, and Team 7 was supported by Goodwill directly. Team 6 is also participating the Zahn Center Competition.

Team 1. Unduanted 5. Worktual Reality 6. Bera 7. Good P. Score A (1-10)							
8 Members Abigal B. Carlos S. Raymund R. David H. Michael T. Dzhonibek P.  Total Score (30)  A. Characterizing the need (Rate 1-10) Did the team clearly define the problem? Do they under problem they are trying to solve—who would use the design? Did they consider "real life" use:  Team 1. Unduanted 5. Worktual Reality 6. Bera 7. Good P. Score A (1-10)  B. Coordination with NYSID member agency (Rate 1-5) Did the team communicate well with the staff and the people who may benefit from their invention?  Team 1. Unduanted 5. Worktual Reality 6. Bera 7. Good P. Score B (1-5)  C. Ease of use (Rate 1-5) Is the invention intuitive for users? If instructions are required, are the understand? Are the name and logo of the invention inviting and fitting?	Name of Judge:						
A. Characterizing the need (Rate 1-10) Did the team clearly define the problem? Do they under problem they are trying to solve—who would use the design? Did they consider "real life" use start and the people who may benefit from their invention?  C. Ease of use (Rate 1-5) Is the invention intuitive for users? If instructions are required, are the understand? Are the name and logo of the invention inviting and fitting?							
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Score C (1-5)							
D. Design solution (Rate 1-10) How useful is the invention to the NYSID member agency and to the people the serve? Does the invention do what it is supposed to do? Does the technology sound and cutting edge?  Team 1. Unduanted 5. Worktual Reality 6. Bera 7. GoodPlan							
Score D (1-10)							

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## Judge Evaluation Form



Judges: These four teams are not involved the CREATE or Zahn Competition, but they shall also follow the B.E.A.T. schedules. Therefore we will use similar criteria for evaluating their projects. Teams 2 and 3 are involved in research of the visual computing lab, and will write research papers, and Teams 4 and 8 were selected for Zahn Competition but decided not to participate.

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Competition but decided not to participate.						
Name of Judge:						
<b>Team</b> & Members	<b>2. ParaShop</b> Nan C.	3. Share & Care Jin C.	<b>4. VPP</b> Shi-Bin H.	<b>8. GazeIntoView</b> Krystal L.		
	Mengting X. Yuemin T.	Xiaohong Z. Yuting Y.	Hongzhi P. Xin Z.	Fayrouz M. Frank O.		
Total Score (30)						
<b>A. Characterizing the need</b> (Rate 1-10) Did the team clearly define the problem? Do they understand the problem they are trying to solve—who would use the design? Did they consider "real life" use scenarios?						
Team	2. ParaShop	3.Share & Care	4. VPP	8.GazeIntoView		
Score A (1-10)						
<b>B. Coordination with communities and users</b> (Rate 1-5) Did the team communicate well with the people who may benefit from their invention and the communities serving those people?						
Team	2. ParaShop	3.Share & Care	4. VPP	8.GazeIntoView		
Score B (1-5)						
C. Ease of use (Rate 1-5) Is the invention intuitive for their users? If instructions are required, are they easy to understand? Are the name and logo of the invention inviting and fitting?						
Team	2. ParaShop	3.Share & Care	4. VPP	8.GazeIntoView		
Score C (1-5)						
<b>D. Design solution</b> (Rate 1-10) How useful is the invention to the community and users and to the people the serve? Does the invention do what it is supposed to do? Does the technology sound and cutting edge?						
Team	2. ParaShop	3.Share & Care	4. VPP	8.GazeIntoView		
Score D (1-10)						