

RUBRIC & REGULATIONS FOR SCORING

SUBMISSION REQUIREMENTS

Each participant is required to submit three files:

1. Project Slide

- Must Includes problem statement and justification.
- Minimum 5 to 10 slides.
- Participants can write in English or Bahasa Melayu.

2. Project Poster

- Provide with project poster with the dimension of A3 size.
- The components are: Title, Introduction, Problem Statement, Objective(s), Product/Prototype Design, Commercialisation, Novelty of the Product/Prototype
- Participants can use whether English or Bahasa Melayu.

3. Innovation Pitch (Video Presentation)

- Highlight on the innovation process (Design and Development Technique & Demonstration).
- The duration of video presentation can be a maximum of 5 minutes either in English or Bahasa Melayu to explain their innovation product. The video must be uploaded to their personal YouTube channel.

Important Info: *Participants who do not submit all the materials will be disqualified*

THEME

The theme of this tournament: Please refer website homepage

JUDGING & SCORING

TOTAL SCORE /100

1. Relevance to Theme

TOTAL SCORE /15

Does the project innovation reflect the original theme of the competition? Participants should be able to relate their project with the theme and explain it concisely.

POOR - Not relevant to the theme at all. Not able to explain the correlation between the innovation and the theme.

OK - Minimal relevant to the theme and minimal explanation on the innovation.

GOOD - Somewhat relevant to the theme, but barely managed to explain the correlation.

GREAT - Relevant to the theme and managed to explain the correlation of the project and theme.

EXCELLENT - Very relevant to the theme with clear explanation the correlation of the project and theme.



POOR 1 2 3	OK 4 5 6	GOOD 7 8 9	GREAT 10 11 12	EXCELLENT 13 14 15
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2. Originality

TOTAL SCORE /15

How original is the project idea? The innovation should create a new dimension in the innovation project.

POOR - No originality at all or plagiarising contents or ideas from the other project available online.

GOOD - Somewhat original, but not enough content or explanation to support the project originality.

GREAT - Managed to come out with a new idea and original idea and good explanation to supports it.

EXCELLENT - Produced a highly creative idea with clear evidence and explanation to support the whole innovation project.

POOR 1 2 3	GOOD 4 5 6 7	GREAT 8 9 10 11	EXCELLENT 12 13 14 15
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3. Design and Development Technique

TOTAL SCORE /15

How the participants elaborate on the construction technique? Participants should be able to showcase their best project model, either physical or virtual, with well thought out design with good functionality, easy to understand and good finishing quality.

POOR - No novelty in term of design and development mechanism of the innovation at all.

GOOD - Have minimal novelty in term of design and development mechanism. Show some innovation design with the existing innovation (not same design).

GREAT – Able to show the novelty of design and development mechanism either in physical or virtual with different design and better functionality.

EXCELLENT – Novelty of the design and development technique is outstanding achievement where able delivered the original idea into design and development technique in detailed process.



4. Diversity of Innovation

TOTAL SCORE/15

What materials used when constructing the project? Participants should diversify the use of any materials to create their project. However, more does not implicate better. It also depends on how participants use them to make the project whole.

POOR - The innovation application is not diverse at all.

OK - The innovation application is moderately diverse.

GOOD - The innovation application has a good diversity where can be used in a different subject matter.

GREAT - The innovation application has a great variety where can be used in other matter and different level of the targeted groups (education, society, industry and stakeholders).

EXCELLENT - The innovation has an amazing diversity where can be used in different subject and different level of education (primary, secondary and tertiary) as well as applied in different level of society, industry and stakeholder.



5. Demonstrated Understanding

TOTAL SCORE /15

Does the written summary demonstrate the understanding of why the innovation was created and how the innovation operates?

POOR - Failed to explain the understanding of the innovation as a whole.

OK - The project is practical moderately used for human activity

GOOD - Somewhat managed to explain with minimal understanding, such as why the innovation was created and some functionality and sub-par finishing quality

GREAT - Able to explain the innovation with a good understanding and explanation, on how it was created and operates as a whole. Thus, produced a good design and functionality of the innovation with good finishing quality.

EXCELLENT - Able to explain, have a perfect understanding of the innovation with a clear and precise explanation of how it was created, and operate as a whole. Produced outstanding quality of design, great functionality, easy to understand on how it operates and excellent finishing overall quality of the innovation.



6. Degree of Commercialisation

TOTAL SCORE /10

Can innovation be commercialised?

POOR - No commercialisation value.

MODERATE - The project can be commercialised but require an enhancement of the innovation project.

GOOD - The project has commercialisation value and managed to sell it.

EXCELLENT - The project has good commercialisation value and already registered with My IPO (intellectual properties or pattern)



7. Materials Submitted

TOTAL SCORE /15

Were all the materials submitted in the submission? Participants must submit the project poster, slide presentation and the YouTube video of maximum 5 minutes only.

POOR – 1 material were submitted

GOOD - 2 materials were submitted but complying with the minimum requirements.

EXCELLENT - All materials were submitted and has complied with submission requirements.

