IT Showcase
Judges Evaluation Sheet
Documentation

Judge's Name_____

Competitor's Name_____

_____

Criteria	Possible Mark	Actual Mark	Comment
The document consists of an requirements, design and technical document that completely describes the project. Each document has a title page, table of contents, page numbers and consistent heading styles Documentation describes each phase of the project Documentation shows evidence of the specification, design and implementation process where each phase further describes the previous phase	**5**		

Standard Coding/Programming concepts taught in class for Grade 12:

- Access, updating and retrieving from a database using multiple tables using code
- SQL statements using multiple tables (normally two tables)
- Normalisation (to 3NF)
- GUI design using a variety of components
- Parameter passing, typed and void methods (functions/procedures)
- Use of methods and parameters to reduce code
- Use of classes to separate GUI code from working code
- Arrays, objects, arrays of objects and inheritance

IT Showcase

Judges Evaluation Sheet

User Interface

Judge's Name

Competitor's Name

Criteria	Possible Mark	Actual Mark	Comment
User Interface shows visibility of system status for the user - users should always know where they are and what's going on. Order the processes/screens in a way that is meaningful and logical to the user. Control and freedom. Don't "trap" the user. Support clearly marked exit, undo, and redo functions. Don't force them into a long linear sequence of operations with no escape. Consistency and standards. Use objects and phrases consistently. Follow platform conventions. Aesthetic and minimalist design. Visibility of rarely needed information should be avoided. The more information that appears on the screen, the less visible each unit of information becomes. Online help is available throughout.	**5**		

IT Showcase
Judges Evaluation Sheet
Creativity of Solution

Judge's Name

Competitor's Name

Criteria	Possible Mark	Actual Mark	Comment
Originality of idea. Does the idea or project show creative thinking? Does it stand out from the crowd? Is your idea unique and original? Are there similar solutions for this market? Perhaps your innovation is an alternative to existing solutions or an evolution of an existing solution? Understanding of potential market. Does the project have a clearly identified the market? Is it a mass or niche market? Are there any competitive alternatives to the project? Does the project have a unique approach to a common problem? Does the project combine elements in an innovative manner? Does the project solve a unique problem?	**10**		

Standard Coding/Programming concepts taught in class for Grade 12:

- Access, updating and retrieving from a database using multiple tables using code
- SQL statements using multiple tables (normally two tables)
- Normalisation (to 3NF)
- GUI design using a variety of components
- Parameter passing, typed and void methods (functions/procedures)
- Use of methods and parameters to reduce code
- Use of classes to separate GUI code from working code
- Arrays, objects, arrays of objects and inheritance

IT Showcase

Judges Evaluation Sheet

Advanced Coding

Judge's Name_____

Competitor's Name_____

_____

Criteria	Possible Mark	Actual Mark	Comment
Use of other coding languages or combination of languages, other devices, use of gaming engine to improve project (without relying on the engine too heavily), complex data structures, complex SQL statements, code is extendable, scalable, reusable, use of parameters and inheritance to avoid duplication, complex algorithms and intelligence.	**10**		

Standard Coding/Programming concepts taught in class for Grade 12:

- Access, updating and retrieving from a database using multiple tables using code
- SQL statements using multiple tables (normally two tables)
- Normalisation (to 3NF)
- GUI design using a variety of components
- Parameter passing, typed and void methods (functions/procedures)
- Use of methods and parameters to reduce code
- Use of classes to separate GUI code from working code
- Arrays, objects, arrays of objects and inheritance