

## AR for Good Challenge 2024

### Judging Rubric

	<b>Need improvements (0)</b>	<b>Satisfactory (1 - 3)</b>	<b>Good (4 - 6)</b>	<b>Excellent (7 - 10)</b>
<b>Hints</b>	Less than 2 hints are added. The hints added do not have any variety in format or 3D assets.	2-3 hints are added. There is somewhat of variety in format and 3D assets used as hints.	4-5 hints are added. There is variety in format and 3D assets and the hints were clever and interesting.	5+ meaningful hints are added. There are a wide variety of formats and the hints engage different types of thinking which makes it interesting for the player.
<b>Structure</b>	The flow of the experience does not follow any logic and is irrelevant to the overall objective and solving the problem.	The flow of the experience is somewhat logical and sometimes points the user in the right direction to solve the problem. Took much longer than 5 minutes to solve it.	The flow of the experience is engaging and logical. It enabled participants to effectively solve pieces of the problem in about 5 minutes.	The flow of the experience is highly interactive and sequential in helping solve the overall problem in about 5 minutes.
<b>Theme</b>	The project does not follow a theme and hints are irrelevant to each other and does not have an overall objective.	The project loosely follows a theme but the items, hints and setting are not very cohesive. The overall objective is not very clear.	The project's items, hints and setting are all relevant to the theme. The overall objective is clear.	The project's items, hints and settings are meaningful to the theme and adds an immersive feeling to the project. The overall objective is very clear and accomplished.

<b>Creativity</b>	The project shows poor creativity in design, ideas and originality	The project shows some creativity in design, ideas and originality	The project shows good creativity in design, ideas and originality.	The project showcases outstanding creativity in its design, ideas, and originality.
<b>Completeness</b>	<p>Project was attempted but not complete</p> <p>The integration of AR objects with the real world is poor or nonexistent, resulting in a fragmented or non-immersive experience.</p>	<p>Project is somewhat complete</p> <p>The project partially integrates AR objects with the real world, but some aspects feel disconnected or disjointed.</p>	<p>Project is well completed but space was not utilized to the full extent or some items seem out of place</p> <p>The project effectively connects AR objects with the real world, providing a satisfactory level of immersion and integration.</p>	<p>Project is well completed and space was utilized well.</p> <p>It effectively harnesses and integrates augmented reality (AR) objects with the real world.</p>
<b>Group work</b>	Poor communication among members. Repeated hints in the same object or rooms are found.	Members communicate with each other and are able to break down the task into different parts.	Good communication among members. They are able to break down the task into different parts. Each member picked up their own responsibility to create a smooth presentation.	Good communication among members. They are able to break down the task into different parts. Each member takes their ownership to create a fruitful presentation.