Jury Handbook

Judging is an important part of STOGOCOMP. The purpose of this document is to provide the judges with an overview by detailing out the judging criteria to achieve consistency throughout the judging process.

Competition Details

The theme of the STOGOCOMP for this year's edition is 'Use of artificial intelligence and robotics for wellbeing of children'.

The competition is open to all public and private school students enrolled across the United Arab Emirates. The students, through participation, are getting an opportunity to showcase their skills in AI, Robotics and STEAM (Science, Technology, Engineering, Arts, Mathematics).

There are two different age categories

- **Tweens - (9 to 12 years old)**
- **Teens - (13 to 19 years old)**

The students can register online in teams of 3, 4 or 5 students either independently or through their respective schools. All the team members must be from the same age category.

The students, for their submission, can choose to work on either of the below listed models:

- **Working Model**
- **Still Model**

The submissions are to be received in a video format no longer than 3 minutes. Students are encouraged to use clear and concise language in their presentations. As far as possible, the use of technical jargon should be avoided unless necessary to convey the project's ideas.

A preliminary screening of the submissions will be done by a judging panel constituting educators; IT professionals and experts (2 Educators + 2 IT + 1 Independent expert = 5). They will short-list 20 best entries – 10 entries for working model (5 entries from each age group) and 10 entries for still model (5 entries from each age group).

These short-listed entries will make it to the second round and be screened by another independent panel of 3 judges (1 Jury Chairman + 2 Jury Panelists). Each selected team will have an opportunity to present in person before the jury. They will get a total of 5 minutes – of which 3 minutes will be for presentation and 2 minutes will be for jury questions. Teams should be prepared to answer questions related to their project and demonstrate a thorough understanding of the subject matter.

Judging Process

As a judge, your role is crucial in evaluating the submissions and selecting the winners for each category. The ability of all judging volunteers to interact with students and jury judges rationally and respectfully is of utmost importance.

All judging volunteers should keep the following principles in mind:

1) Confidentiality The judging process includes both discussions concerning teams as well as written notes and rubrics. These must remain confidential.

2) Impartiality The judges should strive to be impartial and fact-based.

3) Integrity The judges should judge the submissions on their merits ensuring a fair assessment.

The judges are required to score every submission out of 100 points against the below weighted five parameters:

1) Creativity - 20
2) Innovation - 25
3) Sustainability - 20
4) Possible applications in practice - 25
5) Presentation -10

Creativity

Coming up with the ideas that are fundamentally different from existing ones.

- How well does the solution demonstrate creative problem-solving using STEAM principles?
- What is the level of creative thinking involved in conceptualizing and implementing the project submission?
- How well has the team planned and managed the creative process, particularly in relation to use of digital tools/skills? If working in a team did, they make the best choices when assigning roles?

Innovation

To what extent is this innovation different and better than what is currently being done or has been attempted in the past

- Is the idea unique and original or does it provide an innovative alternative to existing solutions or an evolution of an existing solution?
- What has the team learned in the process of working on their innovation? Could they replicate this process in another setting?
- Is there evidence (data, research, case studies) supporting the feasibility of this solution?

Sustainability

Extent of social, ecological, and economic impact in developing and deploying the AI systems.

- Does the solution consider responsible use of AI?
- Does implementing the solution cause any ethical issues?
- Is the idea in any way support meeting the UN Sustainable Development Goals (SDGs)?

Possible applications in Practice

Evaluate the technical depth and accuracy of the AI and robotics integration.

- How effectively has AI been integrated in the project? Can the AI/robotics solution be replicated or applied to a wider audience beyond just theoretical concepts?
- How well is the project or idea executed? How much effort has been made to develop the idea? The technical quality of the execution of the idea or project.
- Does the team have a clear and deep understanding of the problem their idea seeks to solve? Is there a clear pain-point the idea is addressing?

Presentation

Project should be communicated clearly, effectively, and persuasively.

- Was the presentation executed in a professional manner? Was the presentation visually engaging?
- Is the problem statement clearly defined, and is the solution logically presented?
- How well do team members collaborate and answer questions from judges, demon strating a deep understanding of their project?

CREATIVITY	Demonstrate creative problem-solving using STEAM principles	Level of creative thinking involved in conceptualizing and implementing	Managed the creative processin relation to use of digital tools/skills and assigning team roles
TOTAL = 20	10	5	5

INNOVATION	Idea is unique/ original/provides an innovative alternative to existing solutions	Team has learned in the process of working on their innovative solution	Use of evidence (data, research, case studies) supports feasibility of proposed solution
TOTAL = 25	10	10	5

SUSTAINABILITY	Solution considers responsible use of AI	Implementing the solution does not cause any ethical issues	Idea supports meeting the UN Sustainable Development Goals
TOTAL = 20	10	5	5

POSSIBLE APPLICATIONS IN PRACTICE	Appropriate use of AI and solution can be applied to a wider audience	Technical quality of the execution of the idea or project	Team has a clear and deep understanding of the problem
TOTAL = 25	10	10	5

PRESENTATION	Presentation is professionally executed and is visually engaging	Problem statement clearly defined, and solution is logically presented	Team members collaborate and answer questions
TOTAL = 10	4	3	3