J&J Talent 2.0 Hackathon Judging Rubric

Idea - Did the proposal address a key problem statement / theme

0	1	2
Does not engage a key problem statement and/or unlikely to make much improvement		Engages a key problem statement in an exciting, far-reaching manner with high likelihood for impact/improvement

Implementation - How easy is the solution it to implement, time, money, training

0	1	2
solution proposed is not viable, poor understanding of problem, technology unlikely to support the vision		Solution & design is exciting, fits/changes the market, superior to current methods, straight forward implementation

Usability / Design - easily adoptable by users

0	1	2
Poor UI/UX, steep learning curve, low technical strength, poor analysis and integration, misinterpreted solution complexity		Intuitive / easily learned UI, high technical strength, innovative analysis, and integration, well-addressed complexity

Novelty - Engage an important question in an innovative and creative way, Combines concepts and tools in a way that produces new capabilities

0	1	2
not very innovative, similar approaches/solutions exist or have been tried		Highly innovative, novel approach/solution, powerful new capability

Business Case / Impact - improves economics, positive productivity impact, sustainable business solution, opportunity exists

0	1	2
Minimal to no measurable impact on problem, problem addressed in insignificant		Significant positive improvement / impact on an important problem