Judge #	Poster ID #

2025 RCSEF Robotics/Mathematics/Computer Science Project Judging Rubric

The following is a set of criteria to assist you in interviewing and in evaluating the student's projects.

GUIDELINES	NOTES
I. Research Question (10 pts) __ clear and focused purpose __ identifies contribution to field of study	
II. Design and Methodology (15 pts) __ for projects in theoretical computer science: the project involved creating/writing a new mathematical algorithm to solve a problem in programming __ for projects in applied computer science: the student/s created a simulation of a model;, using computer science to exp;ain or demonstrate or make understandable existing scientific understanding __ for projects in theoretical mathematics: the student/s understood the project's potential applications __ for projects applied mathematics: the student/s understood the underlying mathematical theory	
III. Execution: Data Collection, Analysis and Interpretation (20 pts) __ software or hardware prototype is relevant, workable and feasible __ explanation of method of debugging the program __ the mathematical approach (proofs, graphs, formulas, etc) is clearly explained	
IV. Creativity (20 pts) __ project demonstrates significant creativity in one or more of the above criteria	

V. Presentation (35 pts)
    a. Poster (10 pts)
      __ logical organization of material
      __ clarity of graphics and legends
      __ supporting documentation displayed
 	
    b. Interview (25 pts)
      __ clear, concise, thoughtful responses to questions
      __ understanding of basic science relevant to project
      __ understanding interpretation and limitations of results and conclusions
      __ degree of independence in conducting project
      __ recognition of potential impact in science, society and/or economics
      _quality of ideas for further research
      _for team projects, contributions to and understanding of project by all members	