E-Week 2017 - Event Judging Criteria

Organization: _____ **Event:** _____

MAL Judge: _____

Criteria	Points
Clarity of Rules/Judging	
Rules were uploaded to the event page 24 hours before the event. Rules were clear and specific.	0 or 5
Rules described at the event match up with the online rules, all questions answered	0 or 5
Rules & questions completed within given time (10 minutes)	0 or 5
Are there any issues with judging during the event? How does the host handle them? ● 15-20 points - No issues with judging, everyone is satisfied with final standings OR if there are any disputes, host handles them satisfactorily without needing SEC to intervene; if necessary, tiebreakers are in place and are used satisfactorily ● 10-14 points - There are some issues with judging, the host tries to handle them but some intervention by SEC is necessary; tiebreakers may be in place but are not without issues ● 5-9 points - There are multiple issues with judging; the host may or may not try to handle them but a lot of intervention by SEC is necessary; tiebreakers are needed but not in place ● 0-4 points - complete lack of clarity, no consistency with scoring, unresolved arguments among participants and audience	/20
Organization/Execution	
How well is the event organized and executed? ● 10-15 points - The event runs smoothly from beginning to end. ● 5-9 points - There are a few stops and starts that impede the flow of the event. ● 0-4 points - There are a lot of stops and starts.	/15

Does everyone know where to go and what to do? ● 11-15 points - Directions are clear; transitions between different parts of the event are handled well. ● 6-10 points - Directions are unclear; participants need clarification a couple times throughout the event; transitions between different parts of the event are not without problems ● 0-5 points - Directions are very unclear; competitors constantly need clarifications on how to participate; transitions between different parts of the event are unorderly.	/15
Are the hosts in control? ● 13-15 points - The hosts are clearly in charge of the event, and in control of the event; if there are any issues with the event, the hosts handle them quickly and efficiently ● 9-12 points - The hosts lose control of the event once or twice; if issues arise, the hosts handle them but it takes extra time. ● 4-8 points - The hosts lose control of the event several times; if issues arise, the hosts are unable to handle them without a noticeable delay. ● 0-3 points - The hosts are clearly not in control of the event; if issues arise, they are not handled efficiently or effectively by the hosts.	/15
Promptness	
Does it start and end on time (+/-5 minutes)? ● 5 pts - Starts **AND** ends on time ● 2 pts - Starts **OR** ends on time ● 0 pts - Doesn't start or end on time	/5
Fun/Engagement	
*How many **participants** are having fun and enjoying the event versus how many participants are not having fun (and not just because they're not winning)* ● 11-15 pts - All participants are engaged in the game and having the time of their lives ● 6-10 pts - Some participants are engaged in the game and having fun, others are less engaged and not having fun (and not just because they're not winning) ● 0-5 pts - All participants are not having fun, are upset with the event	/15
*How many **audience** members are having fun, engaged in the event (interactive), and enjoying the event as an audience member versus how*	

many are not (and not just because they're not winning)
   ● 8-10 points - Audience members are engaged in the event and are enjoying themselves.
   ● 4-7 points - Some audience members are engaged, others are not watching (on their phones or talking to other audience members).
   ● 0-3 points - All audience members are not engaged and are not having fun.
	/10

Creativity	

Is it a common game, a common game with an engineering- or org-related twist, or a totally original game/event?
 	
Note: Just because an event is not new, does not mean it isn't original or creative.
   ● 10 points: The host created an event that is totally original.
   ● 5 points: The host took a pre-existing game and added an engineering- or org-related twist.
   ● 0 points: The host chose a common game.
	/10

Preliminary Total	**/120**
Bonus: Recording	

Upload pictures and videos from your event to a specified Google Drive folder (Org Name - Event) and share with eweekpictures@sec.engr.utexas.edu (see Scorekeeping updates for more information) for extra bonus points (to be added to your score later)
   ● Quality pictures and videos of iconic moments during event (think slideshow worthy) (5 points)
   ● Some decent pictures/videos from event (2-4 points)
   ● Appropriate pictures/videos are uploaded (1 point)
	/5

Total	**/125**

Comments: