

UNM MOBILE APPLICATION DEVELOPMENT CONTEST-2014

Judge NAME: _____

Application Name: _____

1) UI Design- design of the User Interface.

i) How creative is the user interface(*Do you find the tabs clearly visible and easy to understand*)?

1 2 3 4 5

2. Relevance - Originality of concept.

i) How novel or original is the app? How creative? How different?

1 2 3 4 5

3. User Experience - Functionality and logical structure.

i) Rate the application completeness.

1 2 3 4 5

ii) Rate the application functionality(*Is there anything missing or nonfunctional*).

1 2 3 4 5

4) Usability & Technical Performance- providing useful information to users.

i) Rate the application intuitiveness(*Can you find what you are looking for quickly and easily*).

1 2 3 4 5

ii) Can the application run on multiple platforms(e.g. Android, iOS, desktop/laptop)?

0 (no) 3 (unsure) 5 (yes)

5. Usage of Open Data.

i) Did the application use open data?

0 (no) 3 (unsure) 5 (yes)

ii) Did the application use UNM Open Data or City of Albuquerque Open Data?

0 (no) 3 (unsure) 5 (yes)

6. Overall score of the application

1 2 3 4 5 6 7 8 9 10

TOTAL SCORE: (addition of 1-6): _____ / 50

7. Qualitative rationale / comments:

8. Any feedback to the student developers (this will be shared with he/she/them):