

Indicators for judging



1. **Problem choosing-** Choosing a problem that really exists and affects the target audience .
2. **Problem solving-** Creating a prototype that provides a solution to the problem that was chosen.
3. **Creativity-** Choosing a creative and innovative idea for a solution.
4. **Aesthetics-** Designing a prototype that looks aesthetic relatively to the means that stood at the use of the participants.
5. **Presenting the idea-** Shooting a video that clearly explains the idea of the prototype.
6. **Creative presentation-** Finding a creative way of visually describing the idea in the video.