

You will evaluate your classmates' chosen ideas from GRP01. As they present, you may use this sheet for notes. Teams *will not be able to present all the details of each idea in the time given*, but full details are in the hackster submissions. Upload your comments to their hackster pages so they can see them. We will assess your evaluations based on uploaded comments, not based on what's on this paper!

Remember that you will get a grade for both the quality of your own evaluations and for others' evaluations of your project's quality. As part of this, **make sure you give the teams you evaluate a grade for each of the three ideas**. Consider the rubric the teaching staff is using for this assignment:

- target users: do they define and describe a concrete target user community? who is it? 4 pts
- problem descriptions: do they clearly describe the problem? what is it? 2 pts
- why mobile: do they make clear why the application is uniquely suited to mobile devices? 4pts
- why smartwatch: do they make clear why the application is uniquely suited to watches? 4pts
- novelty and creativity: how novel and creative is the idea? 6 pts
- validation: do they get feedback from potential users on their app idea? 2 pts
- theme: how well does their app fit the theme of "travel, adventure, explore"?

This exercise is to help you all improve the ideas for your final projects, so focus on giving *constructive, actionable feedback*. Tell teams both *what they did well* as well as *where they can improve*. You should also share which of a team's three ideas you think is strongest!

Your comments must be posted on teams' hackster.io project page by midnight tonight (7 July).

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