

## CRITERIA FOR JUDGING PROJECTS

Teams will be judged according to these three criteria. The judges will weigh the criteria equally. During the evaluation, participants should try to describe what they did for each criterion in their project.

### AGRIFOOD THEME

Is the main challenge of the Hackathon covered?

How many sub-challenges are covered by the solution?

How many types of industry players have been taken into account?

### TECHNOLOGY

What did the hacking consist of?

What technologies were used?

Was it difficult to solve the technical problem?

What tools provided were used for the final solution? How do they interconnect?

### IDEA, INNOVATION AND PROXIMITY TO THE MARKET

How good is the idea?

Are there real expectations of reaching the market?

Is there real adoption capacity of the actors to implement its use?

What is necessary for it to be successful?

Additionally, design, intuitiveness and usability will be taken more into account.

These criteria will guide the judges, but ultimately the judges are free to make decisions based on their intuition about which projects are the most impressive and the ones that best address the Hackathon's theme.

It does not matter if your code is messy, or not well commented, or uses inefficient algorithms. Hacking is playing games, making mistakes, and learning new things. If your code is not ready for production, we will not mark it, although a **minimum viable product (MVP)** will be required.

At the beginning of the Hackathon, teams will be provided with a roadmap to guide the development of projects. Some of the milestones in this guide are mandatory for projects to be eligible for judging.

Judges will study one by one each of the proposed solutions with the information provided by each team to be taken into account in the final vote.