

2015 MATE ROV Competition Sales Presentation Evaluation Rubric

Judge: \_\_\_\_\_

Class (circle one): NAVIGATOR SCOUT Team#: \_\_\_\_\_ School Name and #: \_\_\_\_\_

Team Presentation					
Category	Scoring Criteria				Points
Teamwork	3 - Excellent	2 - Very Good	1 - Good	0 – Poor or missing	
Preparation of presentation and required documentation	Strong whole team effort, exceptionally prepared, documentation very strong	Clearly prepared, organized, articulate, each team member contributed, documentation in order	Prepared, fairly organized, partial team effort, good documentation	Underprepared, not well organized, lack of whole team effort, poor or missing documentation	
<b>Originality/Salesmanship</b>					
Style of presentation, effective salesmanship	Dynamic presentation, team went above and beyond expectations, tied presentation well into theme/mission	Good presentation, satisfied expectations, make links to theme	Lackluster presentation, below expectations, vague mention of theme	Poor presentation, lacked any salesmanship or connection to theme	
<b>Insight/Creativity</b>					
Innovations, challenges faced, lessons learned, determination to resolve challenges	Innovative/creative solutions presented to well described challenges and lessons learned, tenacity quite evident	Interesting solutions, not necessarily novel, described challenges faced, demonstrated tenacity	Solutions demonstrated for challenges faced, but not particularly creative, did not demonstrate tenacity	Did not face challenges well, did not understand challenges or solutions well enough to describe	
<b>Understanding</b>					
Demonstration of ROV systems, science, operation and mission theme	Strong understanding of ROV systems, provided much detail of underlying science, and application to theme	Good understanding of ROV systems, provided some detail of underlying science, and application to theme	Some understanding of ROV systems, underlying science, and application to theme	Little understanding of ROV systems, underlying science, and application to theme	
<b>Budget/Acknowledgements</b>					
How was budget developed and adhered to, and acknowledges all levels of support	Description of budget planning and following, acknowledgement of donations, excellent use of funds	Some issues with budget planning and follow through, acknowledgement of donations, good use of funds	Loose description of budget planning and faltering, mediocre use of funds	Poor description, poor use of funds, no acknowledgement of donations	

<b>Overall Presentation</b>		
Overall presentation skills, preparedness, poise, cohesiveness	<p>Team displayed good presentation skills (looked people in the eye, did not mumble, stumble), well prepared, presentation was logical/cohesive (did not skip around), team displayed impressive poise for age and ability level,</p> <p><b>Total = 5 Points</b></p>	<p>Several team members could improve presentation skills (-1 point)            Team clearly needed more practice of presentation (-1 point)            Presentation logic and cohesion needed work (-1 point)            Several team members lacked poise, clearly uncomfortable (-1 point)            Some team members did not speak (-1 point)</p>

<b>Category</b>	<b>Scoring Criteria</b>				<b>Points</b>
	<b>3 - Excellent</b>	<b>2 - Very Good</b>	<b>1 - Good</b>	<b>0 – Poor or missing</b>	
Design/Workmanship Strengths of the overall design, aesthetically pleasing, and application to mission	Excellent overall design, well-conceived, elegant design, aesthetically pleasing in addition to excellent functionality; clearly understands the mission and reflected it in vehicle design	Very good overall design, nice features to make the vehicle attractive as well as functional; somewhat understands the mission and reflected it in vehicle design	Good overall design, functional, but some better design choices could have been made, as well as a bit more effort to make the vehicle attractive as well as functional; vehicle design does not strongly correlate to the mission	Poor overall design, many better decisions could have been made, very clunky, unattractive design; no attention to mission requirements with respect to design	
Robustness, craftsmanship, maintenance, and water ready	Tested vehicle prior to event, durable, easy to maintain and/or service, strong attention to craftsmanship and marketability	Tested vehicle prior to event, some issues with maintenance or parts access, attention to craftsmanship and marketability	Tested components prior to event, mediocre craftsmanship, parts inaccessible for maintenance, some attention to marketability	Did not test before event, vehicle does not appear to be robust, no attention to mission or marketability	
Conception, design, build and troubleshooting	Team clearly described how the company brainstormed ideas, their design and troubleshooting process, and why their solution is mission specific	Team provided some description of the thought, design and troubleshooting, but not fully clear, no strong attention to mission specific choices	Team provided vague description of thought, design, and troubleshooting process	No detail provided, skeptical of whole team effort or potential over involvement of an adult	

Safety	3 - Excellent	2 - Very Good	1 - Good	0 – Poor or missing	
Warning labels and safeguards on potentially hazardous parts, other vehicle specific safety precautions, passed safety inspection	Clearly marked warning labels, safeguards clearly in place, fuses in place, thoroughly described other safety precautions, passed safety inspection	Warning labels, safeguards in place, not as well marked as could be, fuses in place, mentioned safety precautions, passed safety inspection	Some warning labels, safeguards in place, fuses in place, no mention of safety precautions, did not pass safety inspection	No warning labels, did not pass safety inspection	

System Design and Vehicle Inspection					
Category	Scoring Criteria				Points
Engineering design rationale	3 - Excellent	2 - Very Good	1 - Good	0 – Poor or missing	
Description of how functionality increased with design or component selection, understanding of how control system works	Excellent description in a clear, logical manner of how vehicle was built to perform specific tasks, decisions on shape and materials used, clearly explained how the control system works	Good description of how vehicle was built to perform specific tasks, decisions on shape and materials used, could have been a bit more organized and detailed in descriptions of decision making process, good explanation of control system	Fair description of how vehicle was built to task, decisions on materials used, descriptions needed more detail or made some weak design choices, or weak materials choices, better organization of information needed, did not demonstrate full understanding of control system	Poor description or understanding of vehicle design, no understanding of control system	

Buoyancy and Ballast	3 - Excellent	2 - Very Good	1 - Good	0 – Poor or missing	
Description of system and rationale	Accurately describes how the system works and application and importance to mission, full demonstration of knowledge of selection and use of system	Provides a description of the system and importance to vehicle, demonstration of knowledge of selection and use of system	Provides a description of the system, demonstration of knowledge of system	Cannot provide a substantive description of the system, cannot provide a substantive demonstration of knowledge of the system	
Propulsion					
Thruster location and rationale	Thrusters securely attached, do not obstruct water flow, waterproofed and protected <b>Total = 3 points</b>	Thrusters not secured (-1 point) Water flow obstructed (-1 point) Not waterproofed or protected (-1 point)			

<b>Tether</b>						
Tether management system	Tether is securely attached (1 point), neatly bundled (1 point), and excellent tether management protocol developed (1 point) <b>Total = 3 points</b>	Tether is not securely attached (-1 point), Tether is not neatly bundled (-1 point), Deficient tether management or no protocol developed (-1 point)				
<b>Payload Tools</b>	<b>3 - Excellent</b>	<b>2 - Very Good</b>	<b>1 - Good</b>	<b>0 – Poor or missing</b>		
Payload tools used	Payload tools are original, designed, built by team or unique modifications	Some payload tools are original	COTS tools used	No payload tools		
Application to mission	Clearly understands the design and purpose of appropriate tools selected for mission	Somewhat understands the design and purpose of appropriate tools selected for mission	Additional tools do not strongly correlate to the mission	No payload tools		
<b>Score Sub-Total (50 points max)</b>						

<b>Discretionary Points (3 points max)</b>				
<b>Originality</b>	<b>3 - Excellent</b>	<b>2 - Very Good</b>	<b>1 - Good</b>	<b>Points</b>
Vehicle and/or systems exhibit unique concepts or innovations	Exceptional innovation demonstrated in vehicle design, tools or other feature	Very clever innovation in vehicle design, tools or other feature	Interesting innovation in vehicle design, tools or other feature	
<b>Deductions (-15 points max)</b>				
<b>Deductions</b>	<b>- 5 Extreme</b>	<b>- 3 Moderate</b>	<b>- 1 Minor</b>	
Commercial assistance	Vehicle was designed/created by a commercial company and lack of any justification	Some assistance was provided by a commercial company and some justification	Minor assistance was provided by a commercial company and with justification	
Interference	Significant interference by coaches, mentors, parents providing assistance during presentation (with exception of language barriers)	Some interference by coaches, mentors, parents providing assistance during presentation (with exception of language barriers)	Minor prompting by coaches, mentors, parents providing assistance during presentation (exception of language barriers)	
Overuse of	Significant overuse of commercial	Overuse of commercial components	Some use of commercial	

components	components without adequate justification and/or overuse of re-used components without adequate justification	without adequate justification and/or overuse of re-used components without adequate justification	components without adequate justification and/or overuse of re-used components without adequate justification	
<b>TOTAL SALES PRESENTATION SCORE</b>				

**Sample Questions:**

What was your company's "work breakdown structure" (tasks, time, and people)?

What were the greatest constraints (schedule, budget, equipment, labor, logistics, etc.) on your design process?

What were the most important design decisions you made and why?

Did you have a noteworthy troubleshooting experience?