These guidelines are simply a tool to help our judges and do not fully capture all that goes into judging a video.

Mathematical Content (approx. 1/3 of score)

- Video would effectively explain the math concept to a middle school student who could not solve the problem before watching the video.
- Steps of the math solution are clear, easy to follow and adequately detailed.*
- Correct vocabulary/notation are used in the explanation of the solution.*
- Communicated facts and logic that support the solution are accurate.
- Bonus: Team selected a particularly difficult problem and explained the solution(s) very well.

*If the difficulty level of the problem is so easy that this would not apply, judges typically give a lower score in the respective subcategory.

Communication (approx. 1/3 of score)

- Video uses time effectively. Significant time is not wasted on credits/bloopers and ample time is dedicated to the math portion of the video.
- Math problem is communicated effectively; audience has time to understand the problem before the solution is given.
- Audio is clear and can be understood (or subtitles are provided); any writing is easy to read.
- Explanation is spoken properly and has an effective, supporting visual component.
- Bonus: The team provided more than one solution or a particularly creative solution to the problem.

Creativity (approx. 1/6 of score)

This is a much more subjective score. Judges will consider:

- Is the theme or story memorable (funny, entertaining, unique, etc.)?
- Does the setting/venue/scenery add to the quality of the video?
- Are there creative costumes? Fun props? Interesting special effects?

Real-World Scenario (approx. 1/6 of score)

Judges will refer to the original playbook problem when evaluating this category.

<table>
<thead>
<tr>
<th>High Score</th>
<th>Low Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>Integrated math problem into its own, original real-world scenario.</td>
<td>Forced a silly real-world scenario (ex: &quot;My mom said I can't have dinner until I solve a riddle.&quot;).</td>
</tr>
<tr>
<td>Expanded on real-world scenario of the original problem.</td>
<td>Simply used real-world scenario provided in the original problem.</td>
</tr>
<tr>
<td>Did not put the problem in a real-world scenario.</td>
<td></td>
</tr>
</tbody>
</table>

Adherence to Rules (determines overall ability to advance)

Judges pay particular attention to the following rules:

- Any audiovisual content must follow all rules concerning copyrighted material.
- There must be no evidence that suggests the team received outside help.
- Video must be appropriate.
- Video must be no more than 5 minutes in length.