

# 2020-2021 JUDGING GUIDELINES

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)

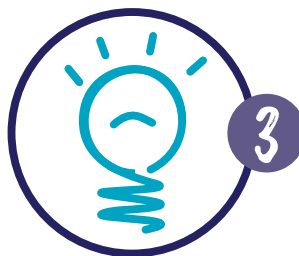
- Video would effectively explain the math concept to a middle school student who could not solve the problem before watching the video.
- Steps of the math solution are clear, easy to follow and adequately detailed.\*
- Correct vocabulary/notation are used in the explanation of the solution.\*
- Communicated 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?



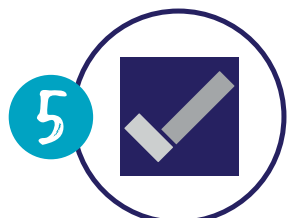
## Real-World Scenario (approx. 1/6 of score)

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

← High Score

Low Score →

Integrated math problem into its own, <b>original</b> real-world scenario.	<b>Expanded</b> on real-world scenario of the original problem.	Simply <b>used</b> real-world scenario provided in the original problem.	<b>Forced</b> a silly real-world scenario (ex: "My mom said I can't have dinner until I solve a riddle.>").	<b>Did not</b> put the problem in a real-world scenario.
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## 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.