



# GREATER SAN DIEGO SCIENCE & ENGINEERING FAIR

## JUDGING STANDARDS

### 1. Creativity

Originality of the problem, uniqueness of approach and interpretation of data should be commensurate with the student's grade level. Ingenious use of equipment and materials is considered regardless of the expense of the items involved.

### 2. Scientific Thought/Engineering Project Goals/Computer Project Goals

#### A. Scientific Method:

The project shows depth of study and effort in employing scientific procedures in the solution of a clearly defined problem (including background study, organized procedures, appropriate sampling, orderly recording and analysis of data and the formulation of logical conclusions).

#### B. Engineering Project Goals:

The project has a clear objective relevant to the needs of the potential user. The product or process has been tested and is both workable and feasible economically and ecologically.

#### C. Computer Project Goals:

The project has a clear objective, has been thoroughly tested and documented and is both practical and workable.

### 3. Thoroughness

The study is complete within the scope of the problem. Scientific literature has been searched, experiments repeated and careful records kept.

### 4. Skills

Credit is given for special skills needed for the construction or use of equipment and for mathematical, computational, observational, and design skills.

### 5. Clarity

The purpose, procedures and conclusions are clearly explained orally and through the display. The PROJECT NOTEBOOK is well organized, neat and accurate. Sources of ideas, data, and assistance are clearly identified.