FunFest 2025
App Design Competition Rules
Middle School

Objective: The objective is to develop an app for a restaurant or food truck and give an in-person presentation that demonstrates how your App meets the rubric requirements.

Entries and Judging

Participants: 20 maximum time slots featuring teams of 1 to 2 per time slot. Teams will be scheduled in 5-minute presentation time slots.

Submission: Digital submissions of the app must be submitted to Moore County Schools by **March 27, 2025**. In person team presentations will be performed at FunFest.

App Submission Judges: Johna Parker, Professor/Coordinator, Computer Programming and Development

Presentation Judges and Judging Location: Little Hall 234

Notes: For in person App Design presentations, 2 SCC Judges can host 20 time slots maximum with 5-minute increments for each time slot in 1 Little Hall Room.

Determining the winner: Final judging will combine scores from Project Rubric and Presentation Rubric to determine the winner of the competition.

Competition Rules

Apps are to be designed using software approved by the Moore County Instructor, and the student will present the application to Judges at FunFest in a 2-minute presentation, making sure to demonstrate that the rubric requirements were met

- The app must include the following (based on your choice of restaurant or food truck):
  - ☐ **Name of the Restaurant/ Food Truck (title screen)**
  - ☐ **Menu**
  - ☐ **Current coupons/offers/deals**
  - ☐ **Contact Information**
  - ☐ **Location/ Directions (for a restaurant)**
  - ☐ **Calendar of Locations (for a food truck)**
  - ☐ **Reserve a Table (for a restaurant)**
  - ☐ **Extra points for link events**

- Students will present the application to Judges in a 2-minute presentation, making sure to demonstrate that the rubric requirements were met.

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- 2 minutes is the maximum time for a team presentation, the judges will stop teams at the 2-minute mark if they are still presenting.
- During the presentation, the app should be shown to the judges.

App Design
Project Rubric

Team Members Names: _____

Judge(s) Name(s): _____

Criteria	Possible Points	Points Earned	Comments
Aesthetics			
Overall visual appeal of the app	**10 points**		
Consistency of color scheme	**10 points**		
Consistency of button size	**10 points**		
Consistency of button placement and appearance on screens (like if only certain buttons on are on each screen)	**10 points**		
Navigation			
Do the buttons actually navigate to where they should?	**10 points**		
Is the navigation intuitive?	**10 points**		
Correct linking of buttons	**10 points**		
Function of App			
Do all of the buttons work?	**10 points**		
Does the app function in a manner consistent with the topic?	**10 points**		

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Does the app have appropriate functionality for the topic?	**10 points**		
Total Points	**100 possible points**		

App Design

Presentation Rubric

Team Name: _____ **Judge's Name:** _____

<u>Directions:</u> **Judges, please write your point value in the Points Earned column.**

Category	0	10	20-30	40-50	Point Earned
Content	Student is not familiar with their topic; uses filler words; demonstrates limited comfort with the material; did not prepare for the presentation.	Student shows some familiarity with topic, but is uncomfortable; may use filler words; demonstrates little comfort with the material; prepared poorly for the presentation.	Student demonstrates knowledge and familiarity with the topic; uses few filler words; presentation is appropriately paced to share knowledge of the topic.	Student demonstrates mastery of the topic; uses almost no filler; conveys meaningful knowledge of the topic with confidence with a natural pace.	
Delivery	Student uses filler words frequently; slouches or leans throughout presentation; speaks quickly and without inflection;	Student uses filler words; slouches or leans through some parts of the presentation; speaks quickly through most of the presentation or	Student has good posture with little leaning; uses few filler words; uses inflection and attempts to pace presentation; makes eye contact most of the time.	Students has good posture with no leaning; uses almost no filler words; uses proper inflection and pacing throughout presentation; makes appropriate and	

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	makes no eye contact	uses little inflection; makes very little eye contact.		confident eye contact.	
Organization	Presentation shows no logical order or progression; no supporting details or background information.	Presentation is not in a clear order, with items out of place; uses few supporting details or background information.	Presentation shows a logical order, but may need further development; uses supporting details and background information.	Presentation demonstrates a logical order that is clearly expressed with supporting details and background information supplementing delivery.	
Total Points					