Application design project criteria for creating environmentally friendly solutions
(App Prototype)

Evaluate the participation of students for an application design project to create environmentally friendly solutions, according to the following criteria:

Criteria	Maximum score
Project Idea	16
Design thinking	40
Self- Assessment	8
Final presentation	28
Benefit and feasibility	8
Final Maximum Score	100

Criterion (1): The ability to identify problems, opportunities and challenges

Evaluation guides	Score	Specifications
* Application design notebook (pg. 2-6) *Project upload form	4	* Specify the problem in an accurate form, and explain its impact on society in the Design Journal App.
	4	* Develop proposed solutions and alternatives (opportunities) to solve the problem and be environmentally friendly solutions and explained clearly, and identified the obstacles that could face the solutions or alternatives
	4	* The idea of the project is innovative and creative and serves the initiatives and projects of the Kingdom of Saudi Arabia
	2	* Explain how the project is linked to the Kingdom's vision 2030 and its achievement of the principles of sustainable development and being environmentally friendly in the project submission form
	2	* Provide evidence (from sites and sources related to the problem) on the extent of the problem's impact on the project beneficiaries in the project submission form

Criterion (2): Design Thinking

Evaluation guides	Score	Specifications
*Application design notebook (pg. 7-26) *Prototype	20	* Design an interactive App Prototype using an application (keynote or PowerPoint) that matches the services provided by the application and is environmentally friendly
	10	* The interactive content of the screen changes according to the user's choice of images, links and icons
	10	* The quality of the design of the application's prototype from the colors and graphics, the clarity of the instructions and instructions, and the appropriateness of the icons used in the application.

Criterion (3): Self-assessment

Evaluation guides	Score	Specifications
Application design notebook (pg. 27-30) Prototype	4	* He tested the application on a sample of users, so all the properties of links, images and icons work efficiently in the application prototype.
	2	* Feedback from sample users is recorded in the app design notebook
	2	* Take the recommendations made by users and the required modifications appeared on the prototype

Criterion (4): Final Presentation (2-minutes video presentation)

Evaluation guides	Score	Specifications
Application design notebook (pg. 15-26)	4	* Make a video presentation of the application showing: (the problem that it solves, the groups that will use the application, an overview of how the application works)
	6	* Describe the details of the experience of a sample of users: the characteristics of the application are how responsive the screen is to user choices and self-assessment
	8	Present the presentation in a very convincing and effective manner, with a logical sequence of ideas and clarity in the sound and image used

Final presentation (video)	10	* The video output is distinguished, and it includes the title of the project and the conclusion is distinctive, and the timing of the presentation of the content and the use of sound and visual effects are appropriate

Criterion (5): Benefit and Feasibility

Evaluation guides	Score	Specifications
Application Prototype (video)	2	* The idea of the application is innovative, unique and expandable to include a large number of users
	2	* The application helps to solve the problem greatly and is useful
	2	* It can be developed for a realistic application in its current form without modification