NASA International Space Apps Challenge 2020

Judging and Awards Guide

OCTOBER 2-4, 2020

This guide is intended for participants of Space Apps 2020. The instructions contained in this document require users to be signed up and registered for this specific event.

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Judging and Awards

You have the passion, the talent, and the knowledge – so how can you put it together to develop a winning Space Apps solution?

Here are some tips from the very people who will be judging your solutions, so read closely!

You can find Global Finalists and Global Winners from Space Apps 2019 here: https://2019.spaceappschallenge.org/awards/.

The Purpose of Space Apps

We know that awards are exciting and compelling reasons to participate in Space Apps, but we can't emphasize enough that Space Apps is a collaborative enterprise — not a competitive one.

As you create your teams and craft your solutions, please consider the goals of the Space Apps 2020 Challenge:

- To inspire collaboration, creativity, and critical thinking
- To foster interest in Earth and space science and exploration
- To raise awareness of NASA, ESA, JAXA, CNES, and CSA data around the world
- To encourage growth and diversity of the next generation of scientists, technologists, designers, engineers, and artists

This year NASA is excited to emphasize its collaboration with the European Space Agency (ESA), the Japan Aerospace Exploration Agency (JAXA), the Canadian Space Agency (CSA), and the National Centre for Space Studies (CNES). We hope you enjoy engaging with the resources collected by all of these agencies and find creative ways to incorporate the data into your projects!

Eligibility and Judging Process

Phase 1

Local Event Judging

Following the hackathon, all solutions from each virtual location will be evaluated by a panel of Local Judges, organized by the respective Local Lead. Using the Space Apps judging criteria (see below), the panel will select two projects from among all submissions in their location to advance to Global Judging.

Local Leads and Local Judges may also, if they wish, award local prizes. The team(s) that win local prizes will not necessarily be the same teams that advance to Global Judging. This will be determined by the panel of Local Judges.

Universal Event Judging

Following the hackathon, all solutions submitted to the Universal Event will be evaluated by a team of approximately 30 subject-matter experts. Using the Space Apps judging criteria (see below), the Universal Event Judges will select the top projects to advance to Global Judging.

IMPORTANT: Eligibility for Global Judging

To be eligible to advance to Global Judging from either a Local Event or the Universal Event, your team and/or project MUST:

- Respond to one of the official Space Apps 2020 Challenge statements.
- Clearly show how NASA, ESA, JAXA, CNES, or CSA datasets, products, or resources were integrated into your project.
- Provide a "demo" of your project by sharing a public link to slides (up to 7) or a video (30 second limit). Please note: all links must be public and working properly (they should not require permission or registration for our judges to access them.)
- Include a link to code in a public repository on your project page (if applicable). Space Apps is all about open data and collaboration!
- Use English language on the project page (demonstrations can be in other languages but must include English language subtitles).
- Make sure that the project does not contain profanity or inappropriate language.
- Ensure that all team members are registered and identified on the team's webpage.

- Have no more than six people on your team.
- Finish updating your project page on the Space Apps website by 11:59pm, Sunday, October 4 in accordance with the local time of the location for which your team is registered. *If your team is registered for the Universal Event, your project must be submitted in accordance with the local time of the member in the latest time zone. project must be submitted in accordance with local time of the member in the latest time zone.)
- Complete all of the required fields on the project submission page.
- Check the box on the project submission page that says, "I want my project to be considered for Judging."
- Adhere to all rules within the Space Apps Participant Terms and Conditions.
- Check the box on the project submission page that says, "I have read and understand the Program's Submission Requirements, Terms and Conditions, and fully agree to them."

Projects selected during Local Event Judging and Universal Event Judging will move on to Global Judging and will be known as "Global Nominees." Global Nominees will be announced via Space Apps social media and appear on the Space Apps website: https://2020.spaceappschallenge.org.

Phase 2

Global Judging

During Global Judging, all Global Nominees will be reviewed by subject-matter experts from NASA, ESA, JAXA, CNES, CSA, and other partner agencies. Each project will be evaluated according to the judging criteria (below). These votes will determine the top teams, who will be known as the "Global Finalists." Once notified, Global Finalists will be requested to submit their country of residence.

Global Finalists will be announced via Space Apps social media and appear on the Space Apps website: https://2020.spaceappschallenge.org.

Phase 3

Executive Judging

The Global Finalists will be reviewed by an executive committee from NASA, ESA, JAXA, CNES, CSA, and other partner agencies. These judges are leaders and executives at the agencies with a

variety of subject matter expertise. Each Global Finalist project will be evaluated by each executive judge. This committee will nominate teams for one of six Global Awards:

+ Best Use of Data
+ Best Use of Technology
+ Galactic Impact
+ Most Inspirational
+ Best Mission Concept
+ Best Use of Science

The winning submission for each of the categories above will be known as the "Global Winners." Global Winners will be announced via Space Apps social media and appear on the Space Apps website: https://2020.spaceappschallenge.org.

Global Awards

The six Global Winners will receive an invitation to present their projects to NASA, ESA, JAXA, CNES, and CSA personnel. If travel is deemed safe, the winners will also be invited to visit a NASA site with the Space Apps Global Organizing Team to view a spacecraft launch. Each member of each winning team and one guest each will be invited and will be responsible for covering their own costs for their personal travel, meals and incidental expenses, and accommodation expenses. Winners typically conduct fundraising activities to cover the costs of their trips.

Suitable Space Apps projects from among the Global Finalists and Global Winners will also be eligible for the opportunity to up-scale the project idea to global information layers using the Euro Data Cube environment, giving access to NASA, ESA/Copernicus, JAXA, CSA, and CNES data in the Euro Data Cube with a 1-year Euro Data Cube Enterprise license, valued at 5,000 EUR and provided by ESA, and free processing resources. Ideas for comparative investigation of phenomena across global regions are specifically encouraged.

Judging Criteria

In addition to the minimum criteria outlined above (concerning the use of data, the quality of your demonstration, etc.), global and executive judges evaluate the projects according to the following standards:

● **Impact:** How much impact (quality and quantity) can this project have? Does it solve a big problem or a little problem? Will it inspire or help many, or a few?

- **Creativity:** How creative/innovative is the approach? Is the project novel and something that hasn't been attempted before, or is it an incremental improvement on something that already exists?
- **Validity:** Is the solution scientifically valid? Will it do what it sets out to do? Can it work in the real world?
- **Relevance:** Is this project responsive to the challenge for which it was submitted? Is it a complete solution or does it have a long way to go? Is it technically feasible? How usable or user friendly is the solution?
- **Presentation:** How well did the team communicate their project? Were they effective in telling the story of the project: the challenge, the solution, and why is it important?

While many Space Apps teams consider the first four judging criteria carefully and excel at developing solutions with great potential, remember to pay equal attention to the final criterion: presentation. After all, how can your solution make a difference if you can't effectively present and explain your solution in a way that will convince people to implement it? We recommend devoting time and resources to developing your pitch and building a great story around your project. Be sure to recruit team members with expertise in storytelling, design, and other skills to help document your project and share the value of your solution!