Slice of Life Software Award: Assessment Criteria	Score for Software Application : on a scale of1 (low) to 5 (high)										
	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
Purpose of the Slice of Life $1000 Software Award is to acknowledge: medical student contributions to software development, medical students as faculty facilitators, medical student ability to design programs other students use and like, indicate to student's university the student's accomplishment, Slice of Life "spirit of sharing". **Requirements/Eligibility: Medical student or Intern project that is submitted while still a student or intern. Software application must be freely available or available for purchase at a nominal price.** **There are two categories: 1. Desktop/Web application 2. Handheld (including tablet PC)**											
1. <u>Content</u>											
Is it obvious what the purpose of the application is and what it is offering the user (in terms of content and functionality?) Is it obvious what the purpose/function of each section/page is?											
Is content up to date? Is content relevant to the intended audience?											
Is content complete? Is effective documentation available ? Is there effective 'Help' available?											
2. <u>User Interface and Navigation</u>											

Slice of Life Software Award: Assessment Criteria	Score for Software Application : on a scale of1 (low) to 5 (high)										
	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
Is it easy to find your way to the various sections of the program and move back and forth between sections? Is the order of the processes/screens meaningful and logical?											
Are navigation objects and steps consistent throughout the interface? Does the interface have a consistent look and feel?											
Is it clear to user where they are in Web site or application?											
Do all links and/or functions behave as expected?											
Is runtime and/or download time (if a web application) reasonable?											
3. Interactivity											
How personalized is the interactive experience for the individual? How much of a unique experience is created for each individual?											
What is the amount and quality of feedback given to the user?											
4. Graphic Design											
Is the application visually well-designed?											

Slice of Life Software Award: Assessment Criteria	Score for Software Application : on a scale of1 (low) to 5 (high)										
	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
Is the KISS (Keep it simple and short) principle applied to design?											
Do the application screens use a scannable layout : is it easy to see and understand what's on the screen at a glance?											
5. Effective Use of Multimedia											
Does the use of graphics, pictures, x-rays, EKG's, diagrams, charts add to the user's learning experience?											
Is the multimedia (images, video, audio,, etc,) of high quality and technically well executed?											
6. Novelty											
Does it fill a need not previously met by other applications/resources/services? Does it solve a problem not addressed/handled by other applications/resources/services?											
7. Universality											
Does this application allow for a range of learning styles? Is it useful to all intended users? Is it useful to a wide audience? ADA compliant?											

Slice of Life Software Award: Assessment Criteria	Score for Software Application : on a scale of1 (low) to 5 (high)										
	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
8. Evaluation											
Have evaluation studies been done and/or a protocol for evaluation been done? Do the evaluations (if done) show positive results?											
9. Student Role in Project											
How significant was the student's role in the development of this application?											
TOTAL SCORE:											

Comments/Notes

Comments/Notes

Comments/Notes

Comments/Notes