

THE RUBRIC

ANIMA TRIX '26

アニメ
ハッカソン
ANIME HACKATHON
EDITION 2026

Official Evaluation Framework

Two rounds, two rubrics, 100 points each — how ANIMATRIX '26 submissions are judged.

ORGANIZED BY

DevNest

IN COLLABORATION

Anipedia

EDITION

ANIMATRIX '26

AUDIENCE

Participants · Judges · Mentors

01 Competition Structure

ROUND 1

100

PPT / PDF Submission
Evaluates the proposed solution, innovation, and feasibility.

ROUND 2

100

Prototype Evaluation
Assesses functionality, implementation, and user experience.

Each round is scored independently out of 100 points

02 Round 1 Concept Evaluation

CRITERION	POINTS
Problem Understanding	20
Solution Design	20
Innovation	20
Technical Feasibility	15
UI/UX Design	10
Privacy & Compliance	10
Presentation Quality	5
Total	100

03 Round 2 Prototype Evaluation

CRITERION	POINTS
Functionality & Reliability	25
Recommendation Quality	20
Technical Implementation	15
Innovation	15
UI/UX & Usability	10
Privacy & Compliance	10
Demo & Documentation	5
Total	100

04 Mandatory Compliance

- ☒ No unauthorized anime streaming or content distribution.
- ☒ Responsible handling of user data and privacy.
- ☒ Compliance with applicable API, dataset, and copyright terms.
- ☒ Honest representation of implemented features and results.

Serious violations may result in disqualification.

05 Judging Principles

Problem-solving

Address genuine user needs.

Innovation

Deliver meaningful, distinctive features.

Execution

Prioritize functional, reliable solutions.

Usability

Provide a coherent user experience.

Responsibility

Respect privacy, security, and copyright.

FINAL NOTE

Judges assess each round against its own rubric. The final ranking method and tie-breaking procedure will be communicated by the organizers separately.

Build with purpose.
Innovate with intent.