

Dear Low-Tech designers,

Friday, you will be assessed by a panel of experts on your productions and the low-tech nature of your solution.

Evaluation of the deliverables: quality of the video, quality of the pitch and team spirit (enthusiasm...).

Evaluation of the Low-Tech criteria: you will find below a grid to help you. Please note that not all of these criteria will necessarily apply to your solution. This grid is a guide to help you orient your design choices. The jury will have a similar simplified grid for assessing the low-tech nature of your solutions.

Principle	Sub-criteria	Help for validation
Decreased resource consumption in technology (especially non-renewable resources)	Efficiency	Minimise consumption of energy and resources from raw material sourcing to manufacturing, distribution and end-of-life use. For non-renewable resources, justify the need to use them.
	Robustness	Show that the solution will last over time: resistance to weather conditions, user behaviour, deterioration, change of use, etc. Ability to evolve over time, regardless of disruptions (crises, etc.)
New or extended service lives	Repair/Maintenance Material/component recovery Technical accessibility Do-it-yourself	Show that the solution is easy to use, maintain and repair (technical simplicity of maintenance/repair operations, accessible plans/tutorials, accessible spare parts, etc.)
	Conviviality	The solution encourages social interaction, cooperative working, links people together
Appropriation	Accessibility	The solution's cost and technical complexity are not prohibitive for a large section of the population.
	Empowerment	Facilitates ownership by as many people as possible, gives power to citizens and the territory.

Collective networks	Accessible technical knowledge	The solution has been designed in open source and with the idea of dissemination (plans and knowledge created made accessible)
	Networking and cooperation	Show that a link has been created with inhabitants in the creation of the solution (surveys, interviews, workshops) Show that the solution encourages cooperation between players (associations, companies, institutions, etc.)
	Demand sufficiency Usefulness	Show that the solution meets essential needs (defining and questioning the original need)
Limited external dependency	Self-sufficiency/autonomy Relocating Local Sourcing	Show that the solution has little or no dependence on external entities, entire life cycle managed as locally as possible (sourcing, manufacturing, maintenance, supply, use, end of life, etc.). Using resources at hand
Context-dependency	Context-adaptation	Taking into account the local context (inhabitants, users of the solution, socio-economic fabric, culture, habits, local resources, etc.)
	Scalability (Bonus)	Show the possibility of diffusing the solution from one territory to another.