Bilkent University
Computer Engineering Department
CS 491 Senior Design Project I

Assessment of Innovation Form

ID and Title of the Project:	T2527 - CollabHub
Team Member IDs:	**22101287, 22203827, 22103515, 22201973, 22203238**
Name of the Supervisor:	**Ayşegül Dündar**

Below questions needs to be filled by the Innovation Expert

*Considering the definition of innovation as "**creation of better or more effective products, systems, services, or technologies that have the potential to be accepted by markets, governments, and society**", please assess the innovativeness of the design project with below questions.*

1) The project and subject that is proposed and presented to you is:

Criteria	Poor	Unsatisfactory	Satisfactory	Good	Outstanding
Technically feasible:	☐	☐	☐	☐	☑
You see enough market demand:	☐	☐	☐	☑	☐
Development planning is done well	☐	☐	☐	☑	☐
Enough research done for marketplace and competitors	☐	☐	☐	☑	☐
Delivers enough value or solves a real problem	☐	☐	☐	☐	☑

2) What is the nature of the innovation you see in this project? Do you have any suggestion to improve converting the knowledge and idea of the subject more into benefit and value?

It addresses a real problem, software engineers have been using similar tool for a long time, while other industries do things in a more ad-hoc way. Like sharing files on a versioned file system; or depending on their framework to provide this functionality which puts limitsations on them regarding what tools they can use.

2) Are there any unaddressed risks that team members need to consider during implementation?

3D formats used by various software may be proprietary with no open standard.
The only way parse such files will be through libraries and toolkits which will have a learning curve, and the companies that own them can change them as they wish, making it a challenge to adopt as the file format evolves.

For versioning to work effectively, diffs need to be extracted easily, which would necessiate either using an uncompressed one, or parsing the contents of files.

The end users, i.e. 3D designers/artists may not be comfortable in using command-line and may prefer a GUI.

3) Any suggestions while shaping go to market strategy?

The selling point of this product will be increasing productivity. If time required for a desiner's workflow is improved, then it will be adopted widely.

It may even allow some improvements in opensource designs, for example similar to a open source software, there can be opensource 3D models that are maintained by a community, where design changes come in as pull-requests and reviewed and approved.

Innovation Expert

Name: ....Aziz Gülbeden......................

Date:..Oct...../.30./.2025.................

Signature:.....................................

Final Expert Score:...4.... (out of 5)

Scale:
(1) Poor, (2) Unsatisfactory, (3) Satisfactory, (4) Good,
(5) Outstanding