

Case Modifications

A student may decorate, paint, and add lights or moving parts to any working computer.

Use your imagination and fancy up those computers for a fun event! *This is an individual event, not team.*

Digital Imaging – Video Editing:

This category is defined as any video project that has been edited on a computer with digital video editing software such as iMovie, Windows Movie Maker, Pinnacle, or other software. Extra points will be awarded if the final product is exported into a digital video format, such as QuickTime, AVI, MPEG, WMV9, or others, including saving to digital video tape. The project must be displayed for viewing on a computer. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

Animated Graphic Design:

This category is defined as an original design with the primary purpose for allowing for the motion of objects. Software may include, but not be limited to, Flash, Kid Pix, etc. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

NonAnimated

Graphic Design:

This category is defined as any computer created original art project. This category does not include photography or 3D design projects (see below). Software may include, but not be limited to, Paint, KidPix, Photoshop, Corel Draw, Illustrator, or Free Hand. The project must be displayed on the computer in the program in which it was created. A hard copy of the finished project may be displayed. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

Digital Photography:

This category is defined as any computer created original project using photographs. Software may include, but not be limited to, Photoshop, Corel Draw, and Microsoft Photo Editor. The project must be displayed on the computer in the program in which it was created. A hard copy of the finished project may be displayed. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

3D Modeling:

This category is defined as any original artwork that had been created and can be modeled in three dimensions. Software may include, but not be limited to,

Maya, AutoCAD, Sketch Up, and Light Wave. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

Intranet/Internet Applications:

Projects in this category have strength in their use on networks, either the World Wide Web or LANs (Local Area Networks). Examples of intranet/Internet application projects include web pages, web sites, interactive games, bulletin boards, and blogs. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

Multimedia Applications:

Multimedia projects are defined as computerbased reports or creative presentations using any combination of sound and/or images with text. Possible software used for projects in this category includes but are not limited to: Power Point, Kid Pix, and Storybook Weaver. If appropriate to the project, a storyboard may be included in the students' notebooks to show sequencing of project creation. Videos do not go in this category. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

NonMultimedia Applications:

Entries can be developed from various nonmultimedia application programs such as word processing, spreadsheets, databases or any other nonmultimedia software. This category includes, but is not limited to, desktop publishing projects. **No triboard displays.** You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

Project Programming:

Projects in this category are selfexecuting programs created using recognizable programming languages such as BASIC, C++, Pascal, LOGO, etc. All parts of the program must be the author's own design. Programs must be identifiable in one of the following categories:

1. Computer-aided instruction
2. Educational/learning games.

You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

Robotics

Projects may be constructed from kits or published schematic drawings, modified from other devices to create new applications, or constructed from the student's

own concepts and designs. The projects must have some obvious relationship to the computer and controlled through student created programming. All entries must be a working and functional piece of electronics. Examples of commercially available kits are robotic "arms" or robot movers, Lego building kits, Mindstorms , Capsella, and Technics style robotics kits. You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping. There will be a 15 minute time limit on all entries.

All projects will be judged by the following:

Originality Was the entry original, creative, and imaginative in content and implementation?

Clarity Was the student presentation to the judge clear? (Nervousness will not count against the student)

Documentation Did the student follow the notebook guidelines?

Appropriateness Was the technology/software used appropriately matched?

Design Does the overall design support the project purpose?

Technical Expertise Does the presentation demonstrate technical knowledge?

At the time of the judging, students will be required to:

- Use the program or applications software to demonstrate their projects.
- Demonstrate an understanding of the software as it relates to the project.
- Explain the various aspects of the creation of the project.
- Defend their choice of software for the project.
- Show their notebooks to the judges.
- Answer judges' questions about the project.