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The Chartered Institute for IT

Coventry Branch

Challenge IT News

Challenge IT 2016 Competition Launch

Challenge IT

BCS Coventry are delighted to announce the launch of the Challenge IT 2016 competition. This competition is open to teams of students aged 11-19 in schools, youth groups and colleges. Entries must be one of the following categories:
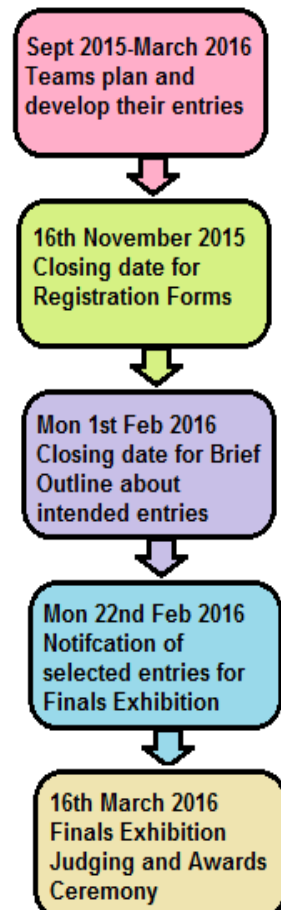
- *Design of an app for mobile device or the web*

- *Implementation of an app for mobile device or the web*

- *Digital animation*

- *Control or robotic application.*

The finals exhibition and awards ceremony will take place on **16th March 2016** during British Science Week.

Sept 2015-March 2016
Teams plan and develop their entries

16th November 2015
Closing date for Registration Forms

Mon 1st Feb 2016
Closing date for Brief Outline about intended entries

Mon 22nd Feb 2016
Notifcation of selected entries for Finals Exhibition

16th March 2016
Finals Exhibition Judging and Awards Ceremony

Competition Overview

Between September 2015 and March 2016. Project teams (between 3 and 6 members) are invited to design and develop a Challenge IT entry on a topic of their choice, based on one of the competition categories.

The work could be done in class, at a school club or in a youth group. Its recommended that individual team members spend no more than 10 hours in total working on their team entry.

The contact adult should register all teams by Monday 16th November 2015, indicating number of entries and categories from the school or youth group.

Teams to be considered for the final event should complete the entry form, providing a brief description of their entry, for submission to the competition by Monday 1st February 2016. Each school or youth group may submit two entries per category for under 16's and 2 entries in total may be submitted at post 16 level.

Selected finalists will be invited to attend the Finals Exhibition, with notifications sent by Monday 22nd February 2016. Teams should then prepare demonstrations, presentations and promotional materials for use in presenting their entries to the judges on 16th March 2016.

Competition Website: http://coventry.bcs.org/competition.php

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Why enter Challenge IT?

Challenge IT 2016 is the sixth competition run by BCS Coventry. Previous entrants will tell you why its useful to take part. Photographs included here showing some of the previous finals exhibition in March 2014 give an indication about the excitement generated during the judging and prize awards ceremony.

The most obvious advantage to entering any competition is that there are valuable prizes and certificates to win. Prizes for youth groups, schools and for team members have been donated by the competition sponsors, who will be at the Finals Event at Coventry University on 16th March 2016 to meet the winners and award the prizes.

However the competition is not just about the prizes, it is also about gaining valuable skills in computing, team-working and marketing. Each team will need to work together to complete their project and then write an exciting description of their entry to be invited to the Final.

At the Finals Event each team must compete against teams from across the region to present, and "sell" their finished product to the competition judges to convince the judges that they deserve a prize.

Each team should include people with different skills that will be needed as the project progresses. These skills will vary according to entry categories and to some extent the ages of team members. Enthusiasm and the will to learn something new can be more important than being an IT expert.

This competition is going to be great fun! Whether you win or not, you will learn some valuable lessons, make some new friends and remember this experience for many years to come.

"Challenge IT is an inclusive competition and we will invite as many teams as possible to the final."

Entry Information

You can submit entry forms at any time by email or post, as directed on the entry form, but we need to receive these by 1st February 2016 in order for everyone to be notified of the short-list by 22nd February. Each organisation may submit a maximum of 10 entries, as follows:

8 category entries ages 11-16

- 2 designs for mobile apps or web,
- 2 implementations of mobile apps or web,
- 2 Digital Animations,
- 2 control or robotic applications,

and also 2 post-16 entries, any of the above categories

Schools and youth groups may need to run a local elimination competition to select their most promising projects. This is intended to be a team based competition, and we encourage individuals to collaborate with others to market and demonstrate their work.

It is important to complete all parts of the entry form with some care because the information provided by each team will inform the decision about which category the entry represents and which entries to shortlist.

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Where to start...

First decide on which categories your teams will focus on and how the teams will be created. You may make the activities a central part of your classes or youth activities or this may be run as an optional extra-curricular project.

The adult supporters may provide whatever instruction or technical support is needed, but the "product" submitted for the entry needs to be the work the team members and they will need to "defend" and explain their entry to the judges on 16th March 2016.

Although it may be possible to divide the project between team members, the teams need to devote some time for working together during the competition as team-working is part of the

competition objectives.

The project entry dates and deadlines are fixed, therefore teams need to be encouraged to set realistic and staged targets that can be achieved within the given timescale and not be too ambitious at first. They can always refine or add more detail at the end if time allows.

Important roles of the adult supporter are to monitor, guide, encourage, remind of deadlines and re-direct.

If you need any guidance or support, please contact the competition organisers for advice.

Registration

The competition is open to teams of students aged 11-19 from all schools, colleges, clubs and youth groups in the region around Coventry, Warwickshire, Solihull and South Leicestershire. Each school or youth group needs to register for the competition by 16th November 2015.

To register an adult supporter needs to download the Registration Form from our web site http://coventry.bcs.org/competition.php

and email the competed form with details to ChallengeIT.Cov@BCS.org.uk

Your registration will ensure that you are kept fully up to date with all developments and sent newsletters giving the latest information about the progress of the competition.

"Whether you win or not team members will learn some valuable lessons, make some new friends and remember this experience for years to come"
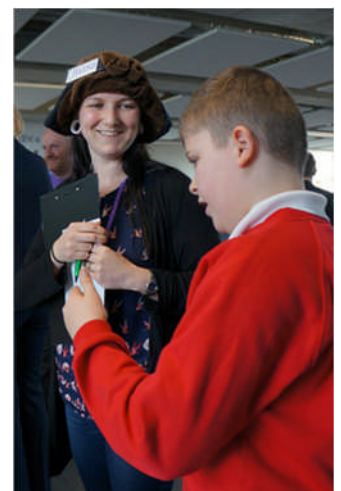
How will entries be judged?

The judges are members of the sponsoring organisations, including BCS, IET, Coventry University, University of Warwick .

Judges will allocate their votes based on what they can see and hear during their time with the team. They are interested in what the team created but also how original the ideas is, how team members worked together, how they ensured the product was "fit for purpose" and what methods the team used to get to the final version.

The "product" you create does not need to be perfect or even completely finished, because there are many aspects to the judging, including how well you market your entry through the display and how well your team handles any dialogue with the judges

You will be judged against other teams entering in the same category.

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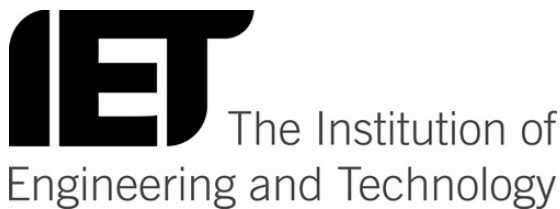
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15th September 2015 : IT and Computing Teachers' Conference

More details of the competition will be available at the Computing Teachers' Conference on 15th September. Adult supporters from schools and youth groups are welcome to join us for the Conference at Coventry University's iconic Engineering and Computing Building between 09:30 and 16:30. The Conference is supported by BCS, IET, CAS and a range of other organisations. Booking is essential via this link: https://cov-teachers-conference-2015.eventbrite.co.uk

BCS Coventry Branch Challenge IT Committee

This will be the sixth competition run by BCS Coventry branch since 2006. We only run Challenge IT every second year because it takes more than a year to organise and run the competition.

As we build up to this new event, we must thank the continuing dedication and hard work of a very committed team of volunteers from BCS Coventry, and others, who have given up their time to ensure the competition run smoothly.

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