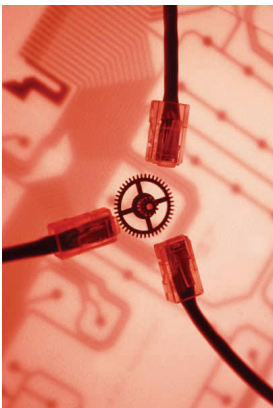


# Challenge IT News—January 2012



Coventry Branch



## Hello and Welcome

We are delighted to have you and your teams on-board for the competition. I can report that we have received a good range of registrations for our 2012 competition from schools, colleges and groups, covering all ages (11-19) and categories of entries. There is a real challenge to you to provide excellent and innovative entries and also for our judges on the Finals Exhibition day to decide on the best entry each category.

Some of you are old friends, but for some of you it is the first time you have been involved in a BCS competition or event. As “old hands” will have noticed, we have a new timescale, title and format for the judging and awards ceremony.

We are pleased to welcome entries from youth groups for the first time, which adds a new and exciting dimension. We are looking forward to receiving three different types of entries: Web sites, Digital Animations and designs for Mobile Phone apps.

We now have to wait until 3rd February 2012 to find out about your entries. We have promised to notify you which entries have been selected by 20th February 2012. We will invite the shortlisted teams to the final event on 15th March. Entries will be selected based on the information provided on the entry form you send to us by 3rd February.

The shortlisted teams will be expected to join us at Coventry University on the afternoon of 15th March 2012, where they will provide a display about their work, if

appropriate demonstrate their entries to the judges and answer questions, for instance about what they achieved, what they learnt and how they worked, individually and as part of a team.

**Sept 2011 – March 2012**  
*Teams plan and develop entries*

**18<sup>th</sup> November 2011**  
*Closing Date for Registration Form*

**3<sup>rd</sup> February 2012**  
*Closing Date for receiving Project Entry forms by email to [challengeIT.cov@bcs.org.uk](mailto:challengeIT.cov@bcs.org.uk) or by post as advised on the form*

**20<sup>th</sup> February**  
*Notification of selected entries for Finals Exhibition by email to the adult coordinator*

**15<sup>th</sup> March 2012 Finals Event**  
*Finals Exhibition, Judging, Awards Ceremony at The Hub, Coventry University (set up from 12:30) 14:00 – 17:00*

## This Issue

Hello and Welcome	1
Key Dates	1
Entry Information	2
Help and Assistance Available	2
Finals Event	2
What to expect from the judges	3
Guidance for App Entries	3

**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 3rd February 2012 in order to be able to notify everyone of the short-list by 20th February. Each organisation may submit a maximum of 8 entries, as follows:

- 6 category entries ages 11-16*
- 2 Web sites*
- 2 Digital Animations*
- 2 Designs for Mobile Phone Apps*
- 2 post-16 entries, any of the above categories*
- A maximum of 8 entries in total*

So you may need to run a local elimination competition to select your most promising projects.

We note from the registrations that there may be some individual entries. We will accept "single person team" entries, but, since this is intended as a team based competition, we reserve the right to judge individuals against group entries within the same category.

The second page of the entry form is a pro-forma with some questions. It is important to complete this with some care because the information provided by each team will inform the decision about which entries to shortlist.

**Remember to send in entry forms by 3rd February 2012**

**Help and Support Available**

Our competition web site contains some useful information to help you and your teams.: <http://coventry.bcs.org./competition.php>

There is also some information on the next page of this newsletter about the mobile phone app design. If you have a query or a problem (technical or administrative), then please let us know using the competition email [challengeIT.cov@bcs.org.uk](mailto:challengeIT.cov@bcs.org.uk) and we will try to find someone to help you.



**Finals Event**

The finals exhibition, judging and prize awards will take place on the afternoon of Thursday 15th March in Coventry University's new Hub building, which is located in Jordan Well, next to the Herbert Art Gallery and Museum. We will be open from about 12:30 for setting up. The event will begin at 14:00 and end at about 17:00.

The judging will be between 14:00 and 15:30, so teams need to arrive in good time to ensure their displays are ready. The judges will be a combination of BCS members, university lecturers, students and specially invited guests.

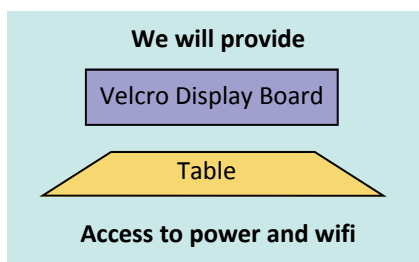
Judges will vote individually for the best entry in each category and may provide feedback to the teams, which we will pass to you after the event. Please read the notes on the following page about the judging so you can prepare well for this important part of the event.

A photographer will be circulating during the judging pe-

riod. We will ask you to complete a permission slip in advance, so we can use the pictures later for publicity, but please let the photographer know if you do not wish to have your photo taken, it is not compulsory.

After the judging we will need a short time to prepare the awards. This will give you an opportunity to meet other participants, VIPs and to have something to eat and drink.

The most exciting part of the event is at the end of the afternoon, when we will announce the winning entries and award the prizes to the winners and runners-up.



## What to expect from the judges

The judges will come round to meet the teams in small groups or individually. They will be easily recognised as judges and will probably make a few notes on a clipboard. They will want to look at your stand, talk to you and understand the work you have done. There may be other visitors walking around and you can take the opportunity of practising your presentation on them – some may even be VIPs!

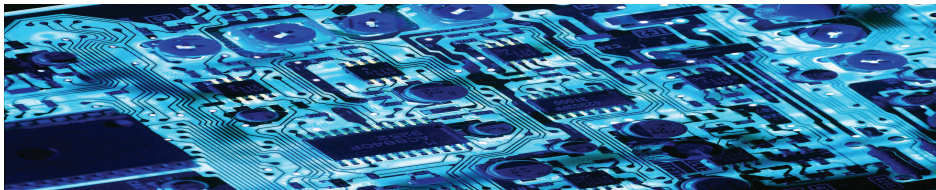
Give the judges time to look at your stand and read through anything you are presenting. However, they may not have time to read everything if you have a lot of text in your posters.

Be prepared to demonstrate your solution and designs and to explain everything. You have probably worked on your project over a period of several weeks and are very familiar with it but don't forget to start right at the beginning for visitors – including who you are and what category of Challenge IT you are entering.

The judges will be interested in the whole of your project as well as the end result so make sure you can show them how you designed and developed the project and worked as a team. The judges will ask questions, such as:

What is this?  
 Who will use this?  
 Who have you tried this out on?  
 Is it easy to use?  
 Can I try it?  
 How did you get the idea?  
 How did you share out the work?  
 Have you learnt anything new doing this?  
 What problems did you find?  
 What's the best bit?  
 Is there anything you'd like to carry on with to make it even better?

Don't worry if a judge doesn't ask questions – your display may have made everything easy to understand.



## Guidance: Mobile Phone App Entries

When explaining the design of a mobile phone app, it is useful to show some example screens. They don't need to be a full colour representation, a simple sketch with indications of colour can help people to understand the design, and show key functionality. It can also assist a team to come to a decision about their application - to mock up several versions of the interface, and choose the most popular one.

There are a range of templates to assist with app design - a selection is given below:

- 1) iPhone app design template for hand drawing designs  
<http://www.alterplay.com/ios-dev-tips/2009/11/iphone-app-desgin-templates.html>
- 2) Android wireframe templates  
[http://gliderguns.files.wordpress.com/2010/01/android\\_wireframe\\_templates3.pdf](http://gliderguns.files.wordpress.com/2010/01/android_wireframe_templates3.pdf)
- 3) A collection of photoshop resources for designing Android and iPhone apps  
<http://www.smashingmagazine.com/2010/08/27/free-wireframing-kits-ui-design-kits-pdfs-and-resources/>

## Final Words

Finally, we hope all teams and supporters are enjoying taking part in this competition. We are now making the arrangements for the finals event and organising the prizes. We are looking forward to receiving your entry forms on or before 3rd February and meeting the shortlisted teams on 15th March.

The next newsletter will be on the 20th of February, when we will announce the finalists and provide more details about the arrangements for the finals event.

**Good luck to you all!**