

Challenge IT News

September 2013

Email: challengeIT.cov@bcs.org.uk

Special Points of Interest:

- Support 2014 National Science and Engineering Week
- Competition for local Schools and Youth Groups.
- Sponsored by BCS.



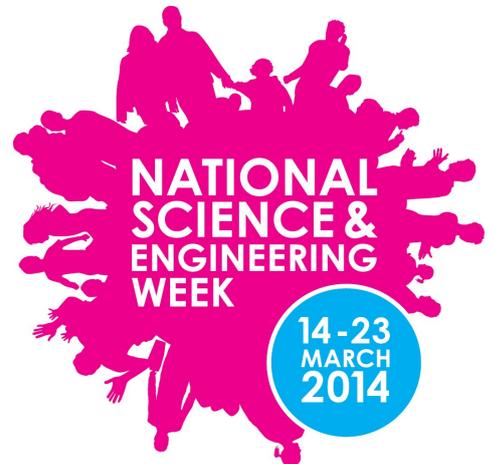
Challenge IT 2014 Competition Launch

BCS Coventry are delighted to announce the launch of the Challenge IT 2014 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 **20th March 2014** during National Science and Engineering Week.

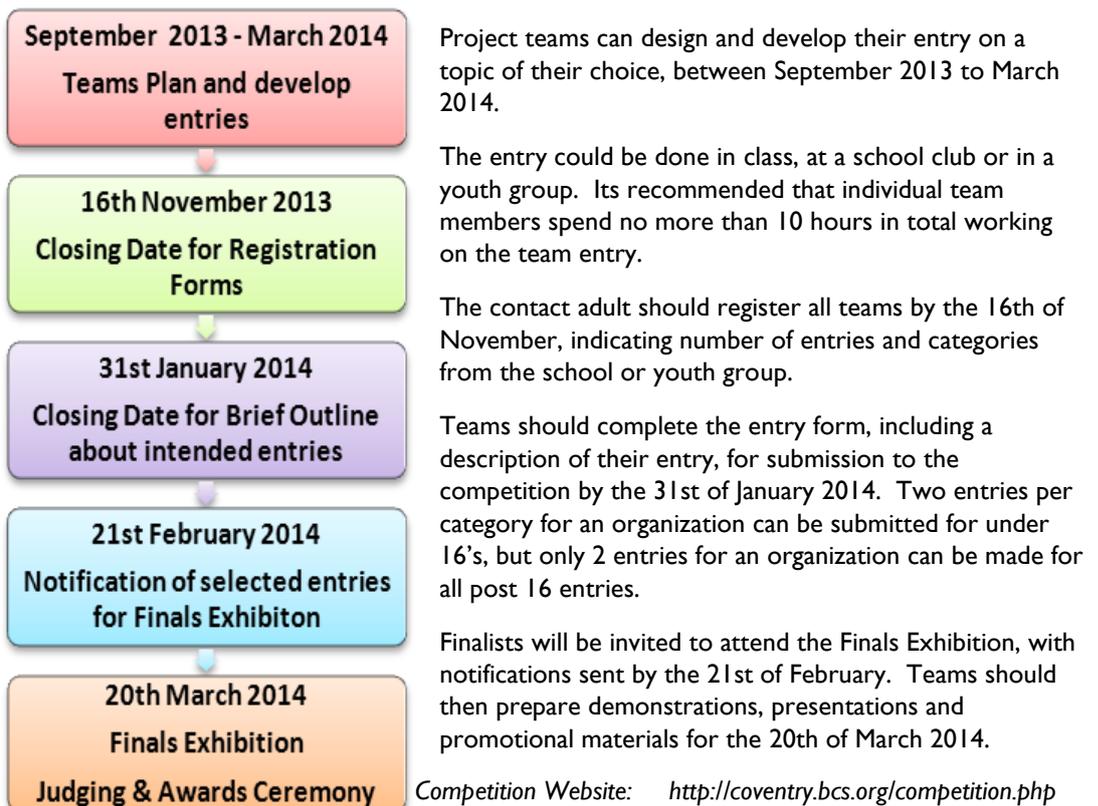
For this competition there will be a special Humanitarian Engineering prize supported by the Royal Academy of Engineering.



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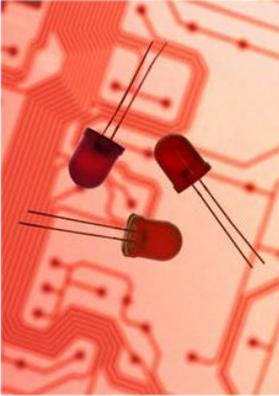
Competition Overview



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

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Why enter the competition?



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

There are many different reasons why it makes sense to put a team together to enter this competition.

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 20th March 2014 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 and convince the judges that they deserve a prize.

Each team needs to include people with different skills that will be needed as the project progresses. The skills needed 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.

Of course, as well as having to put in some effort, entering 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.

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 31st January 2014 in order to be able to notify everyone of the short-list by 21st February. Each organisation may submit a maximum of 10 entries, as follows:

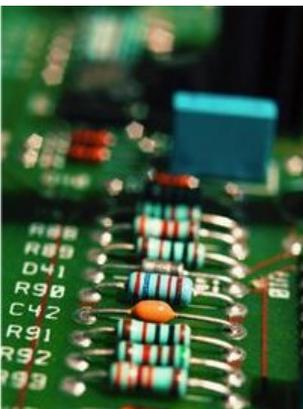
8 category entries ages 11-16

- 2 designs for mobile apps or web
- 2 implementations of mobile apps or web
- 2 Digital Animations
- 2 control or robotic applications.
- 2 post-16 entries, any of the above categories

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

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.



Where to start...

First decide 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 20th March.

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

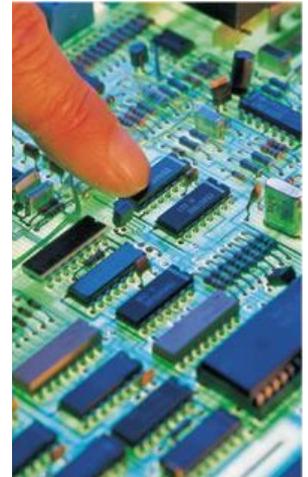
project objectives.

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.

Entries need to be original and completed between September 2013 and March 2014

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



Registration

The competition is open to teams of students aged 11-19 from all schools 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 2013**.

To register an adult supporter needs to download the Registration Form from our web site <http://coventry.bcs.org.uk/competition.php> and email the completed 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 you will learn some valuable lessons, make some new friends and remember this experience for some years to come”

How will entries be judged?

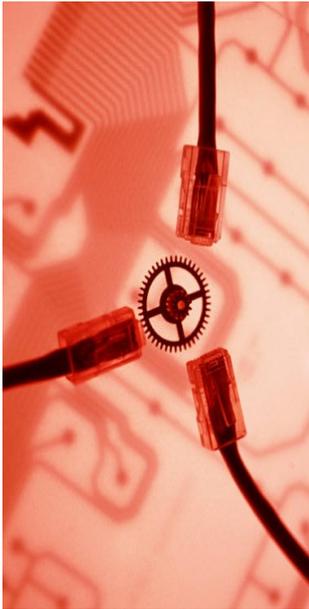
The judges will be member of the sponsoring organisations, including BCS, IET, Coventry University, University of Warwick . Judges will allocate their votes based on what they can see and what they hear during their time with the team. They are interested in what the team created but also how original 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 your marketing specialist promotes your entry through the display and how well your team handles any dialogue with the judges. However of course, you will be judged against other teams entering in the same category



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12th September 2013 : IT and Computing Teachers' Conference



More details of the competition will be available at the Teachers' Conference for IT and Computing on 12th September. Adult supporters from schools and youth groups are welcome to join us for the Conference at Coventry University's new, 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. For further details please see the web site: http://coventry.bcs.org/teacher_conference_2013.php



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BCS Coventry Branch Challenge IT Committee



This will be the fifth competition run by BCS Coventry branch. it takes well over a year to organize and run the Challenge IT competition.

This is the main reason we only run competitions every second year is the necessary preparation time: it takes at least a year to organize and run the Challenge IT 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 be involved.

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