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The Chartered Institute for IT

Coventry Branch

Challenge IT News

November 2015

Email: challengeIT.cov@bcs.org.uk

Challenge IT

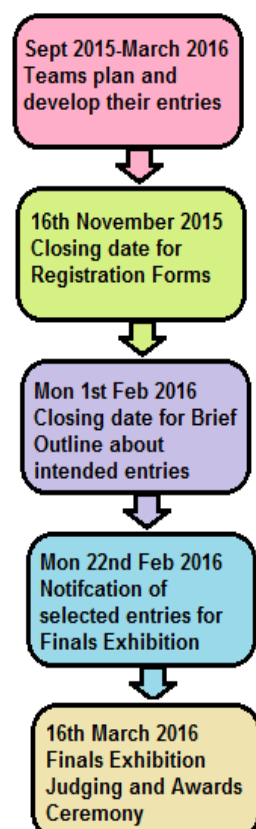## Challenge IT 2016 Competition

We are delighted to welcome the teams that have now registered so far for the Challenge IT 2016 competition. If your school or youth group has not yet registered then *there is still time!* Please ensure the registration form is emailed to us by the **deadline of 16th November**.

We hope all the teams are making good progress with their entries. This newsletter provides some more information to about what the competition judges will be looking for and tips for success. Lets us know about your about progress for our next Newsletter to generate publicity for you and your school or club, contact us at challengeIT.cov@bcs.org.uk .

Competition Activities and Deadlines

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

Teams are continuing to design and develop their entry on a topic of their choice, for completion by March 2016.

The entry 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 the team entry.

The adult contact needs to register the school or youth group, indicating the number of entries and categories to be expected.

By the next deadline of 1st February your school or youth group must select the best TWO entries from any category for submission to the Finals Exhibition according to the competition rules. An entry form with brief outline must be completed for each selected team, which must arrive with the competition organisers by 1st February 2016.

By 22nd February 2016 we will notify the adult contacts which entries have been selected for the Finals Exhibition. Successful teams should then prepare their demonstrations, presentations and display materials for the finals on16th March 2016.

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

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Tips for success

Why is this competition team-based? A project for creating software requires a range of different skills and talents. The development process usually includes project management, understanding and capturing the end-user requirements and several different types of design. The programming code needs to be written and then tested to ensure it both functions correctly and meets the needs of the end-users.

The first hurdle to becoming a finalist may be an internal competition in your school or club, as there are limits to the number of entries that can be submitted by each organisation.

If your entry is chosen then the second challenge is to get an invitation to attend the Finals Exhibition on 16th March 2016 at Coventry University. Who becomes a finalist **will depend on the brief statements you send us about your project with the team entry form**. See below for more details.

At the Finals Exhibition all the teams will be competing against each other to win the prizes. **How you present your entry** to the judges is a key part of the competition.

Normally a team will include people who specialize in specific tasks and someone who manages and coordinates the team.

The judges will be looking for evidence of the whole process you have followed and how each member of the team has contributed. They are **not just interested in the end-product.**

As you progress through the stages of your project you should **maintain evidence such as designs to show that you were working in a systematic and professional manner**. This evidence can form part of the display at the Finals Exhibition and it can be part of what you tell the judges about your team.

To get a better idea of what to expect on 16th March, please see the pictures of some of the 2016 Challenge IT finalists and winners.

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The Team Entry Form

Team entry forms can be submitted at any time by email or post, as directed on the form, but the deadline is on 1st February 2016 in order to be able to notify everyone of the short-list by 22nd February.

How you complete the Team Entry Form is really important because this may determine whether your team is invited to the Finals Exhibition.

The form contains details about your team members and your entry, including which category the team is entered for. However the most important part of the form is a brief description of your project.

The form contains some questions about your how your team worked together and how you conducted the project. To make it easier to complete the form you should **check all the questions now** and make notes as your work progresses rather than waiting until the deadline.

Each school or club 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

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Judges comments on entries from a previous competition:

Software Design

The software development process can include **different types of designs**. Here are three examples that you might find useful.

If the application includes graphical aspects, such as games or animation, then it would be a good idea to include people in your team that are creatively strong, perhaps good at drawing and painting.

Other designs, such as story-boards, flow charts and data-flow diagrams, are used to logically model structures and processes, to plan for coding or demonstrate how the software works.

A third type of design concerns the interaction between the software and an end-user of an application. This could be in the form of a web page, mobile phone interface or purpose designed on-line form.

Different designs and models are chosen to help communication during the development application and processes.

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Tell us about your project

If you would like some publicity for your school then please let us know something about your progress and we may include this in the next issue of the Challenge IT Newsletter deadline for copy16th January 2016….

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Who are the sponsors and supporters?

Sponsors and supporters are local and national companies, organisations and universities who donate prizes and support the competition in other ways.

During the next few months the competition organisers will be busy deciding the arrangements for the 2016 finals event and establishing a range of prizes to ensure that the best teams and their schools are well rewarded for their efforts.

The logos of some of the sponsors are included below.

BCS Coventry Branch Challenge IT Committee

The competition is planned and organized by a team of volunteers who are computer science professionals from the BCS Coventry Branch. Members of the Committee are also actively involved in the Computing at Schools Teachers' Hub for the Coventry and Warwickshire area.

The Committee is very much looking forward to seeing the entries and welcoming the finalist teams to Coventry University in March 2016. We know you have a lot of work to do yet, but hope you find the experience rewarding and enjoyable.

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