



Computer Science Fair



Students in grades 3 through 12 complete computer projects in a variety of categories.
Contest support provided by The University of Texas at Tyler Computing Center

Contest Rules

(Revised August 2018)

The levels of competition and project categories are as follows.

Elementary Level (grades 3 through 5)

Students may enter **Desktop Publishing** or **Multimedia**.

Middle School Level (grades 6 through 8)

Students may enter **Desktop Publishing**, **Multimedia**, **Digital Video** or **Web Page Design**.

High School Level (grades 9 through 12)

Students may enter **Digital Video**, **Web Page Design**, or **Programming**.

Judging:

Projects are submitted 2 or more weeks prior to the actual contest date for prejudging. See the Pentathlon Timeline & Checklist for deadline. Following is an overview of what should be submitted in each category.

Desktop Publishing:

- 2 copies of Desktop document – one remains with Academic Rodeo for ETSF Virtual Display; one is judged and returned to student in School Packet
- Label on back of each copy with *Contest Level, Title, Student Grade, Student Name, School or Group*
- 2 copies of Project Documentation with Teacher Verification Signature

Multimedia:

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*. CD should be labeled as well.
- 1 copy of Handout or screen shots of slides to be displayed during Academic Rodeo and ETSF
- 2 copies of Project Documentation with Teacher Verification Signature

Web Page Design:

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*. CD should be labeled as well.
- 1 copy of Screen Shots of pages (4 to a sheet or less) to be displayed during Academic Rodeo & ETSF
- 2 copies of Project Documentation with Teacher Verification Signature

Digital Video:

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*. CD should be labeled as well.
- 1 copy of 3 or more Screen shots from Video to be displayed during Academic Rodeo and ETSF
- 2 copies of Story Board – one for judging; one for display
- 2 copies of Project Documentation with Teacher Verification Signature

Programming:

- Project on CD or flash drive in a resealable bag labeled with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*. CD should be labeled as well.
- 2 copies of printed overview of Programming Code
- 2 copies of Project Documentation with Teacher Verification Signature

If the project is on a CD, be sure to check it on a different machine to be certain it works properly.

Projects are judged on mastery of application, presentation, creativity, complexity, grammar and spelling, and content.

Each school may submit **up to 4** outstanding entries **per level** (elementary, middle school, or high school) in **each category** to the Computer Science Fair to be judged. Please limit a student to one category. **Having three or fewer entries in a category does not guarantee placing at an award level.**

High School students submitting an entry as a part of the Pentathlon will be registered in both contests and may place in both contests. See Pentathlon Rules.

General Guidelines:

The contest is open to all public and private elementary, middle and high school students in the above categories. Project must have been completed within one year of the submission date and must not have been previously entered in Academic Rodeo.

Copyright Laws: All copyright laws are to be followed. Violations will result in disqualification.

Privacy: Caution students about giving too much personal information in their projects as these will be displayed for many people to see.

Contest Procedures:

- a. Entries are submitted several weeks prior to the contest. The Academic Rodeo Calendar and Computer Science Timeline will indicate the deadline for submitting entries.
- b. On the day of the contest, students arrive and wait in area provided to be called to present their respective projects.
- c. Desktop Publishing participants do not attend the contest presentation.
- d. Computers are provided for showing the projects.
- e. Each student is interviewed by one or more judges regarding how the project works and processes used in developing project.
- f. When the interview process is complete, the student is dismissed.
- g. Results are posted within two days of the contest.

Specific Rules for each category follow the next section of information.

Awards

1st, 2nd, and 3rd places are awarded in each category of each Level.

1st, 2nd, and 3rd place Elementary students receive a cash award. 1st, 2nd, and 3rd Middle and High School students may apply for Academic Rodeo Scholarships.

Students who do not place receive Participation ribbons.

Tips for Coaching

REMEMBER . . .

Primary communication with Coaches and Sponsors is done through e-mail provided with the School/Group Registration done online. If a coach or sponsor is not receiving e-mail information about the contest, he or she should check Spam/Junk folders on the computer and contact Academic Rodeo for assistance with getting the current information.

Deadlines exist for a reason. Please be aware of them and follow them. The **Academic Rodeo Calendar** in a true calendar format is on the Getting Started and General Info pages. The **ACQ Timeline & Checklist** is on the ACQ page. If you have a problem with a date or deadline, please contact Academic Rodeo, realizing that usually it is not possible to make a change or give “grace” for deadlines. Often judging is scheduled close to the due date. To be sure students get to participate, follow deadlines.

Registration of students for the contest occurs immediately after the Christmas and New Year holidays. Confirm commitment of your students **BEFORE** the break begins and set a reasonable deadline for them to bring projects to you to get them to Academic Rodeo by the submission deadline. Label everything properly and provide the number of copies requested.

Desktop Publishing Guidelines

Rules:

1. All documents are to be 100% created by the submitting student.
2. **Two copies** of each document and its documentation must be submitted. One will remain with Academic Rodeo for any displays. The other will be used for judging and will be returned in the School Packet.
3. Each copy must be labeled on the back with *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*
4. The content or theme of the document is open to any appropriate subject related to the school curriculum.
5. Elementary students **only** may use a template or “wizard.”
6. Documentation - Each entry must include a brief (1 page and not more than 2), typewritten paper describing the development of the project. The paper must explain the purpose of the project and describe the intended audience. It must list all of the hardware (include exact computer name and type, scanners, cameras, etc.) and software (include all version numbers, i.e. PageMaker 6.5). The student will provide credit for all non-original materials such as clip art, photos, and any other resources. Documentation should also **include verification of the student’s work by the teacher/sponsor**. Failure to provide the above information will result in disqualification.

See Template for Documentation on Computer Science page.

Categories:

Student projects may be in any one of the following categories:

1. Brochure/Pamphlet - describes an organization or service providing information about what it does or products that are offered. Must be one page, double sided, 8 ½ X 11. Color ink/toner may be used, while paper may only be one color.
2. Newsletter - carries information to groups of people with special interest in common. Must be one page, double sided, and 8 1/2 x 11. **Color ink/toner** may be used, while **paper may only be one color**.
3. Business Document - may include such things as customized letterhead stationery, business card design, logo design, or graphic design for product packaging. Must be one page, single sided, on 8 ½ x 11 paper. Business cards, logos, or product packaging design may be smaller than 8 1/2 x 11. **Color ink/toner** may be used, while **paper may only be one color**.
4. Flyer - may be used to invite, recruit, notify, or announce an event or activity, etc. Must be one page, single sided, 8 1/2 x 11. **Color ink/toner** may be used, while **paper may only be one color**.
5. Advertisement – may be used to promote a product or for the adoption of an idea or issue. May promote a real or creatively designed product or service. May resemble an ad layout for a magazine or newspaper publication. Must be one page, single sided, 8 ½ x 11. **Color ink/toner may be used while paper may be only one color**.

Students need not be present during the Desktop Publishing judging.

Multimedia Guidelines

Rules:

1. All multimedia projects are to be 100% created by the submitting student.
2. Project must represent the work of the individual student.
3. Multimedia projects must include at least four of the following elements:
 - a. Text
 - b. Graphics
 - c. Sound
 - d. Animation
 - e. Video (motion)
 - f. Scripting
 - g. Hyperlinks to supporting websites.
4. Projects must include branching and be in a menu driven format that returns to a main menu.
5. Hardware & software - Students may use Apple Macintosh and Microsoft Windows to create the project.
6. The project must be submitted on a CD with accompanying drivers, players, and/or viewers (Hyper Studio, Prezi, or PowerPoint viewer). Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*, and send in a **re-sealable** plastic bag. If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of CD compatibility issues. Please preview entries on a different computer to ensure the project will function properly away from the machine on which it was created.
7. Documentation - Each entry must include a brief, typewritten paper describing the development of the project. The paper must explain the purpose of the project and describe the intended audience. It must list all of the hardware (include exact computer name and type, scanners, cameras, etc.) and software (include all version numbers, i.e. "Hyper studio 4.1"). The student will provide credit for all non-original materials such as clip art, sound, video, and other resources. Documentation should also **include verification of the student's work by the teacher/sponsor**. Failure to provide the above information will result in disqualification.

See Template for Documentation on Computer Science page.
8. Student must provide a printout of slides from the presentation for display purposes. This remains with Academic Rodeo and is NOT collected after the Awards Celebration.
9. Project Content: The content or theme is open to any appropriate subject **related to the school curriculum**. Various types of projects may include stories, tutorials, games, surveys, lab experiments, documentaries, etc.

Students must be present during judging

Digital Video Guidelines

Rules:

1. All video projects are to be 100% created by the submitting student or team of students.
2. Students may work individually or in teams consisting of no more than two students.
3. Video productions must be in a documentary form, and should be between 4 and 5 minutes in length.
4. The content or theme of the video is open to any appropriate subject related to the school curriculum.
5. A **story board** must be included to demonstrate sufficient planning.
6. The video should have a “billboard” at the beginning with the following information: district, school, student’s names, and grade level.
7. Software – Software used must be compatible with Quick Time or Windows Media. The product need not play full screen.
8. The project must be submitted on a CD. Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group* and send in a re-sealable plastic bag. If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of CD compatibility issues. Please preview entries on a different computer to ensure the project will function properly away from the machine on which it was created. Due to the slow speed of CD drives, video projects may be moved from the CD to the hard drive to ensure smooth playback.
9. Documentation - Each entry must include a brief, typewritten paper describing the development of the project. The paper must explain the purpose of the project and describe the intended audience. It must list all of the hardware (include exact computer name and type, scanners, cameras, etc.) and software (include all version numbers, i.e. Premiere 5.0). The student will provide credit for all non-original materials such as clip art, sound, video, and other resources. Documentation should also include **verification of the student’s work by the teacher/sponsor**. Failure to provide the above information will result in elimination of the entry.

See Template for Documentation on Computer Science page.

10. Student must provide a copy of the Story Board and Billboard for display. These documents remain with Academic Rodeo and are NOT collected after the Awards Presentation.

Students must be present during judging.

Web Page Design Guidelines

Rules:

1. Project must represent the work of the individual student and must be **verified as such by a sponsor** on documentation submitted with the project.
2. Software - Students may use a commercially produced web page program to create the project.
3. Web designers should give attention to: page layout, creativity, navigational scheme, graphics/multimedia use, site content, educational validity, grammatical usage, and originality.
4. The project must be submitted on a CD with accompanying graphics and sounds. Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*, and send in a re-sealable plastic bag. If a project cannot be easily run from the CD it will be disqualified. Teachers should be aware of CD compatibility issues. Please preview entries on a different computer and browser to ensure the project will function properly away from the machine on which it was created.
5. Brief step-by-step printed instructions for starting the website must also be included.
6. The student is responsible for securing a release form from any individual whose name, photograph, and/or other information is included on the Website. No professional photographs with registered trademarks. Be aware of state and federal copyright laws. Although a work may be freely accessible on the Internet and contain no statement of copyright, copyright law provides that such works are protected. Students must assume that works are protected by copyright until they learn otherwise, and must receive permission to use such work.
7. Software – Software used must be compatible with Quick Time or Windows Media.
8. Attention must be given to cross-browser capabilities. Use the latest browser.
9. Student must provide a printout of several pages from the website to be used for display. This printout is NOT collected at the end of Academic Rodeo.

See Template for Documentation on Computer Science page.

Students MUST be present for judging.

Programming Guidelines

Rules:

1. All programs are to be 100% created by the submitting student or team of students and must be **verified as such by a sponsor** on documentation submitted with the project.
2. Students may work individually or in teams consisting of no more than two students.
3. The program should be written in Java, any C program, or BASIC program.
4. The program must be submitted in an executable format on a CD, and include a complete printout of all source code and internal documentation. Be aware of CD compatibility issues. Label the CD with: *Contest Level, Contest Category, Title, Student Grade, Student Name or Group*, and send in a re-sealable plastic bag. Please preview entries on a different computer to ensure the project will function properly away from the machine on which it was created.
5. The program must include electronic documentation. This should include directions for starting and exiting the program, subject area, and intended age or grade level of the program user.
6. The program must include branching and be in a menu driven format that returns to a main menu.
7. The program must include both text and graphics. You are encouraged to include sound and animation.
8. One or more screen capture images should be printed for display. These images remain with Academic Rodeo after the Academic Rodeo Celebration.

Hardware - Students may use Apple Macintosh or Windows to create the program.

See Template for Documentation on Computer Science page.

Computer Programming Categories:

1. Tutorial - programs that may be used as a tutorial program in any school related subject.
2. Games - single or multiple player games.
3. Applications - programs that have a specific purpose or target a particular application need.

Students must be present during judging.