



Young ICT Explorers  
2017  
Information Pack  
New Zealand

# General Information Pack for the Young ICT Explorers competition

---

## Table of Contents

About Young ICT Explorers .....	3
Divisions .....	4
Locations – New Zealand Online Event .....	4
Subject areas .....	4
Sample project topics .....	5
Awards .....	5
Organisational details.....	5
Registration process .....	5
Conditions of Entry .....	6
Submission Guidelines:.....	7
Report Structure.....	8
Judging Criteria.....	9
Competition’s Key Dates.....	10
Online Judging Competition.....	10
Young ICT Explorers– Online Entry. Video Submission guidelines .....	11
Grand Final.....	12
Contact Details.....	12



## About Young ICT Explorers

Young ICT Explorers is a competition for school students to produce their best Digital Technologies/ Information and Communication Technologies (ICT) related project. Digital Technologies are constantly evolving and we consider it to be an enabler of different activities and objectives for many areas of societies all over the world. For instance, computer games can be designed to educate people on a topic and websites are widely used to communicate and inform people all over the world. Whilst the simple mobile phone has evolved from being just a telephone to a multipurpose device with features like touch screens, global positioning and mobile apps etc. The Young ICT Explorers competition aims to inspire and encourage school students to consider Digital technologies/ICT as a career opportunity and gain a greater understanding of the diverse possibilities available.

### As a student

You are eligible to participate in Young ICT Explorers if you're attending a school in New Zealand in 2017, in school **years 3 to 13**. Just ask your teacher/parent/guardian to register your school/independent entry project so your team can take part. Please register your interest by the **4<sup>th</sup> June 2017**. While you can work by yourself it is recommended you create a team of up to 4 students as projects require a lot of time. All of your team members must be in the same year division (see 'Divisions' section below). Once your school is registered and you have your team set, the rest is up to you. Produce your best project related to ICT and **submit the report and vide demonstration by 30<sup>th</sup> June**. Remember to check the Young ICT Explorers website for more information and ideas on projects you could enter.

### As a Teacher/Parent/Guardian.

In **New Zealand** in 2017 you're invited to register groups of up to 4 students per project team to participate in the Young ICT Explorers Online Competition. **The registration deadline is 4th of June 2017**. All of the team members must be in the same year division (see 'Divisions' section below). You can enter multiple teams from your school into the competition. All teams must submit their project report and video demonstration **by the 30<sup>th</sup> June**. Please have a look at the FAQ section or don't hesitate to send an email to the program manager: [travis.joy@sap.com](mailto:travis.joy@sap.com) if you have further questions.



## Divisions

Students can compete in project teams of up to 4 students in the following school year divisions:

<b>New Zealand</b>
Yr 3 - 4
Yr 5 - 6
Yr 7 - 8
Yr 9 -10
Yr 11 -13

## Locations – New Zealand Online Event

In 2017 the judging event will be held as an Online event.

## Subject areas

We have kept the scope of the competition broad to encourage as much creativity as possible through the use technology. We don't want to limit possibilities for projects that are new and unheard of before. We welcome all types of projects providing they have a clear link to Digital Technology/ICT.

To give you some guidance, projects might come under some of the following subject areas:

- Science
- Engineering
- The Environment and Sustainability
- Business
- Design
- Entertainment

Need more ideas? See some of last year's projects on our website [www.youngictexplorers.org.nz](http://www.youngictexplorers.org.nz)

## Sample project topics

Projects in previous competitions have included some of the following topics:

- iPhone/mobile phone applications
- Computer games
- Websites
- Digital media
- Short films and animations
- Robots
- Arduino/Raspberry Pi Maker projects

## Awards

In each school year category (division) prizes will be awarded for 1st, 2nd and 3rd place winners. Previous years prizes have been

- 1st prize – \$150 Voucher for each team member\*
- 2nd prize – \$100 Voucher for each team member\*
- 3rd prize - \$50 Voucher for each team member\*

***\*(prizes are subject to change)***

A trophy will also be awarded in each division to the winning team's school. All accepted entrants will receive a certificate of commendation for their participation in the event. Lunch will be provided for the registered teachers and students entered in the events.

## Organisational details

### Registration process

We've established a new registration process including the following steps:

1. As a teacher/parent/guardian from the February 2017 you can register your school/independent team entry and an approximate number of teams you may have using **our online registration tool**. Please note the **last day for registration is the 4<sup>th</sup> June 2017**.
2. Once you're registered, you can then nominate the teams, upload their project details and any attachments by the **30<sup>th</sup> June** (Submission deadline). Please submit a ZIP file including the following items:

We don't need to see the final version of the project in the online submission (you can keep working on it for the Skype session (if invited)). What we recommend uploading is



- Your project report. (detailed description)  
It is recommended to use the report template or structure outlined on page 7.
- A (no more than) 8 minute video demonstration of your project.
- Release and permission forms.  
You can find these documents on our website in the download section. Please enter the requested details, scan the documents and add the scans to the ZIP file.
- Add all additional files and details regarding your project to the ZIP file as well.

If you need help to generate a PDF or a ZIP file, please have a look at the download page of the Young ICT Explorers website or contact us for more assistance.

## Conditions of Entry

Entry to the competition is free. In order to enter the competition we require students to:

- Be enrolled and attending a school in New Zealand in Years 3 - 13 and able to attend a YICTE event.
- Enter in the appropriate school year category.
- Ensure your signed up in our portal before **4<sup>th</sup> June 2017** (registration deadline) on our website <http://www.youngictexplorers.org.nz>
- Have either a teacher/parent/guardian submit their project, which is clearly linked to Digital Technologies/ICT. Projects without a clearly demonstrable link will be ineligible to enter and these entrants will be notified.
- Submit a video demonstration and a report on their project, we recommend the template on page 7 or a report that is no more than 15 pages long and not greater than 10 MB in size. Entries with missing reports or reports that exceed these criteria will not be accepted. Please see below for further details.
- Submit their project report and video presentation by the **30<sup>th</sup> June**. Submissions will not be accepted after the final date of submission and early submissions are appreciated for processing purposes.
- Be invited to attend and must accept the invitation to the online judging event in order to present their projects. Those who do not accept the invitation will not be able to present.
- Present their own work. Use of materials not produced by the team or individual responsible for the entry which is not duly acknowledged through standard referencing, will be deemed as plagiarism. Any entry deemed guilty of plagiarism will be disqualified and will be ineligible for the judging event and prizes.
- Enter in groups consisting of 1 to 4 students. A team cannot exceed 4 students. All team members must be in the school year group for which they are entering.
- Submit uncorrupted files. Young ICT Explorers cannot judge or take responsibility for files that are incomplete or corrupted. **Projects must only have material that is suitable for all ages, inappropriate or offensive projects will not be accepted.** The decision of the judges is final.



If invited to the Skype judging round and to be eligible for the major prizes, the participants will be required to present their project to the online judges . In the event that a project team consists of only one team member and he/she is unable to attend the judging event, a class mate is able to present on his/her behalf.

## Submission Guidelines:

- Once your team is registered, entries should be uploaded to the competition website before midnight the day the submission deadline ends.
- Each entry must include a written report on the project. We suggest you use the templates available, the report **must not exceed 15 pages** in total.
- Submit a video demonstration of your project no longer than 10mins in duration.
- Acceptable file types: mp3, mpg, avi, jpg, mov, swf, flv, mp4, html, doc, docx, pdf, ppt, pptx, xls, xlsx, iWork & iLife file formats.
- Due to the possibility of viruses, **unacceptable file types are:** exe, bat, com, msi
- If you wish to submit another file type, please contact the Young ICT Explorers Organising Team (contacts for each state on page 10), to ensure that it can be assessed.
- The ZIP file containing the project and report files cannot exceed 10 MB respectively.
- **Projects must only consist of material that is suitable for all ages.**

The main report must be submitted via a ZIP file online in one of the following formats:

- Portable Document File (pdf)
- Microsoft Word (doc/docx)

## Report Templates

This year we have 2 report templates available for submission. A junior school template for Years 3 – 6, and a Senior School template for Years 7 – 13. The project report templates can be found in the information section on the website.

We have also given the option for a video submission in support of your project report.

- [Junior School template](#)
- [Senior School template](#)



## Report Structure

Please note that this is only a recommendation and adherence is not compulsory:

- Title page
  - Your Name/ name of your group members.
  - Name of your project.
  - School name.
  - Event Location
- Abstract
  - What is your project?
  - How did you choose your project?
  - Problems you encountered.
- Introduction
  - What inspired the idea for your project?
- Video Submission link (optional)
  - Please enter the link to your video.
- Problem Statement
  - Explain the problem you are trying to solve with your project?
  - Design and Features
  - Challenges Designing and Building this Project.
  - What would you do differently the next time?
- Conclusion
  - Does your project do what you set out to achieve?
- Technologies used
  - List the programs and technologies used.



## Judging Criteria

Each entry will be judged according to the following marking criteria:

1. **Creativity and Innovation** – How unique and imaginative is your idea?
  - Is it new and innovative? Analyze the situation, identify a need, propose and develop a solution for the defined need.
  - Develop a brief that identifies a simple criteria relating to requirements that make it useful and attractive.
  - Consider labeled drawings, modeling, storyboarding, using digital technologies and multimedia for presentations.
  
2. **Quality and Completeness** – how well does the project do what it is proposed to do?
  - Justify and apply methodical approaches to planning, designing or implementing solutions.
  - Demonstrate competency in a range of practical skills appropriate to the project.
  - Apply and explain an understanding of the nature and function of Digital Technologies/ICT in your project.
  - Are objectives in the project met and functions as a working product?
  
3. **Level of Difficulty** – how difficult is your work?
  - For example, materials, tools, software and equipment used in conducting investigations.
  - Develop and apply a plan and sequence for production taking into account, time, resources and correct techniques.
  - Implementation of a working product.
  
4. **Documentation** – how much effort you have put into your report, posters and your presentation?
  - Investigate questions and predictions by collecting and analyzing data, suggest explanations for findings and reflect on the processes undertaken.
  - Use methods to thoroughly document the development of the project.
  - Use creative thinking techniques including brainstorming, sketching and modeling.

**Projects entered encourage:**

- Communication and information processing skills.
- Ways in which information systems will meet emerging needs.
- Students to select and apply appropriate research and problem solving skills.
- Ways to apply and explain an understanding of the nature and function of information technologies to the specific practical situation.
- Ways to examine and apply appropriate documentation techniques related to the management of the project.

## Competition's Key Dates

**Launch 2017: Feb**

**Registration deadline: 4<sup>th</sup> June 2017** - Please register your school before this date.

**Submission deadline:** Submit project reports and any attachments **by the 30<sup>th</sup> June** (this is the last day you can submit your project reports.)

**Judging Event (by invitation only)** Please find details of the judging events on our website.

[www.youngictexplorers.org.nz](http://www.youngictexplorers.org.nz)

Selected projects will be invited to the Skype judging round.

## Online Judging Competition.

- Entrants will submit their project reports along with a Video submission for online judging.
- The entries will be reviewed by our judges and then the best projects in each respective age category will be invited for a Skype Judging around.
- During the Skype Judging round the teams will pitch their project to our judges virtually (10minutes in duration). The Online Entry Judges will determine the winners and if the projects make it through to the National Final. (The top 3 finalists in each year division of the online event will also win prizes (1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>)



## Young ICT Explorers– Online Entry. Video Submission guidelines.

Entries are via video demonstration and document submission. The YICTE Judges will review all online entries and then invite the best projects to attend a Skype Judging round. Where applicable entrants will be competing for a place at the National Final Event.

Projects are being marked on the YICTE Criteria of Creativity and Innovation, Quality and Completeness, Documentation and Project Difficulty.

We suggest that teams pitch their project to a teacher/parent/guardian as a “judge” so that they can ask any questions if needed. Along with the video the team should also provide project documentation for the YICTE judges to read.

Here are some example questions to ask the teams about their project:

What Technologies did you use?

What problems occurred during the projects development and how did you resolve them?

Did you create the project in class time and how long did it take you to create?

What was the inspiration for your idea?

Any future plans for this project?

Please make sure the student’s video is no longer than 8 minutes in duration. Allowing judges time to look at any documentation.

Please provide all supporting documents and the video submission by **30 June** at the latest.

We suggest sending the video via drop box (or similar platform) or uploading it to YouTube and providing the link to view the video in the submission.



## Grand Final

Information will be provided to the territory events winners for attendance at the Grand Final.

Event TBC for 2017.

## Contact Details

Please direct all further enquiries to the **Young ICT Explorers Program Manager:**

Travis Joy [travis.joy@sap.com](mailto:travis.joy@sap.com)

We look forward to your participation in this year's competition!

<http://www.youngictexplorers.org.nz>

