

TechOlympics Expo 2010

Competitive Events Thumbnails

Inter-school Prep'd Events		Inter-school Prep Events are those for which school chapters are expected to have self-designed elimination rounds during October 2009 through January 2010 to determine which competitors are selected to represent their chapter in specific events at the TechOlympics Expo.
IP01	Wii Olympics	Wii Olympics are a series of 7 competitive Wii events (Golf, Bowling, Tennis, Skiing, Guitar Hero, DDR, Super Mario Bro. Brawl) for which individual school chapters enter individual competitors to represent their school. Criteria for admission to these events will be determined by the host school.
IP01a	Wii Olympics (WO) Golf	
IP01b	WO Bowling	
IP01c	WO Tennis	
IP01d	WO Skiing	
IP01e	WO Guitar Hero	
IP01f	WO DDR	
IP01g	WO Super Mario Bros. Brawl	
IP02	Battling 'Bots Competition	Battling Bots Competition is a group competition in which individual students submit entries to the competition based on entry criteria (design, performance, etc.) determined by the host school.

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IP03	One-Minute VideoFest	One-Minute VideoFest is a competitive film festival with individual students submitting one-minute, student-produced entries. Judges will include invited celebrities and university faculty with relevant credentials. The host school will produce all aspects of the festival and judging.
IP04	MusicTech Competition	MusicTech Competition is a live music competition in which individual students submit self-composed music compositions that utilize conventional or newly invented high tech "instruments" as their sound sources. Synthesizer-type sources are eligible. Computer-captured/recorded traditional sound sources are not eligible. Judges will include invited celebrities and university faculty with relevant credentials.
IP05	ArtTech Competition	ArtTech Competition is a competitive art exhibit in which individual students submit self-created art that utilizes technology, either for kinetic display or other integral roles in the presentation of the visual art. Submissions are divided into 3 distinct competitive categories: fashion, communication, and graphic design
IP05a	ArtTech Competition - Fashion	
IP05b	ArtTech Competition - Communication	
IP05c	ArtTech Competition - Graphic Design	
IP06	Speed Fingers	Speed Fingers competition is a competitive performance event that pits students against the clock to type in a pre-determined block of text with accuracy. Criteria for admission to these event will be
IP06a	Speed Texting Competition	

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IP06b	Speed Keyboarding Competition	determined by the host school.
IP07	Open Inventors	<p>The Open Inventors Class Competition is a 3 (or more) category event (categories to be determined by the host school, e.g., educational vs communication vs household OR large, medium-sized, and small, etc.) in which individual students submit their inventions and descriptions of their inventions for review and judging by judges selected by the host school. Criteria for submission, rules and basis for judging, etc., will be determined by the host school.</p>
IP07a	Open Inventors Class - Category 1 (TBD)	
IP07b	Open Inventors Class - Category 2 (TBD)	
IP07c	Open Inventors Class - Category 3 (TBD)	
IP08	Best Cincy High School Newspaper	<p>The Best High School Newspaper Competition is open to INTERalliance member schools to submit a single issue of their high school newspaper for evaluation and judging. Judges will include invited celebrities and university faculty with relevant credentials in the fields of journalism and communications. Competition entries are divided into classic, hardcopy style school newspapers and digital, e-newspaper publications. Rules for submittal, evaluation and judging are the responsibility of the host school</p>
IP08a	Best Cincy Region High School Newspaper (Classic)	
IP08b	Best Cincy Region High School Newspaper (Digital)	
IP09	Best Cincy Region Student Blog Competition	<p>The Best Cincy Region Student Blog Competition allows student blogs to be submitted for evaluation based on criteria determined by the host school. Submittals include a timeframe limitation (e.g., can only submit blog entries within a prescribed time period, such as within 60 days of the TechOlympics).</p>

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IP10	Best Cincy Region School Yearbook Competition	The Best Cincy Region School Yearbook Competition allows INTERalliance member high schools to submit their best yearbook from the 2007-2008 or 2008-2009 school year. The host school will determine the basis and criteria for evaluation and judging. Judges will be invited by the host school from relevant community resources.
IP11	Best Cincy Region Student TV Broadcast Competition	The Best Cincy Region Student TV Broadcast Competition allows schools to submit for evaluation and judging a recording/taping of a single episode or broadcast from their school TV broadcasts or an edited montage of clips from prior school TV broadcasts within a prescribed period (e.g., within the last year OR since September 2009, etc.). Basis and criteria for judging will be determined by the host school. Judges will be invited by the host school from relevant professional and university resources.
IP12	Best TechOlympics Website	The Best TechOlympics Website competition is an open competition for web designers from submitting high schools to create and submit a home page for the TechOlympics Expo 2010. Limitations on website design and construction and criteria for judging will be determined by the host school. Judges will be invited by the host school from relevant community and professional resources.
IP13	Battle of the Bands - RockBand!	The Battle of the Bands - Rockband! Competition allows four participants per school to compete (guitar, bass, drums, vocals) in a competition, with selection of song(s), rules for competing, and basis/criteria for judging determined by the host school.

Inter-School No-Prep Events		Inter-School No-Prep Events are those in which school chapters compete, but there is not preparation or elimination tournament necessary or appropriate prior to the TechOlympics Expo. Participating schools can nominate teams for the various events based on eligibility rules determined by the host school, who also determines the judging criteria and selects appropriate judges for the event(s) they are hosting.
IN01	Search Engine Competition	In the Search Engine Competition, school teams (or individuals) compete in attempts to answer questions prepared by the host school via online search against the clock, with a requirement to change search engines several times during a round. The rules of competing and judging are to be determined by the host school who will provide judges/referees for the event.
IN02	Facebook Competition	In the Facebook Competition, competing chapters attempt to cause a high-volume social media response on a new Facebook site by creating the site, inviting friends to join in realtime, and requiring that their participating online friends follow a prescribed script and process determined by the host school. Participating chapters can arrange to have as many people as possible "standing by" to respond to the Facebook Challenge, but the responses observed as part of the competition must be date/time stamped as having occurred during the window within the time the TechOlympics Expo are open.
IN03	"Hacker Heaven" Competition	"Hacker Heaven" is a hackers' competition as the name implies in which coders are given a challenge to decode an encrypted message against the clock. The host school will determine the challenge, the judging criteria and scoring criteria, write up the challenge, and will provide the judges for the event. The school that hosts the "Hacker Heaven" Competition will be exempt from competing in this event.

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IN04	"The Amazing (wiki) Race!"	"The Amazing (wiki Race" is completely played on Wikipedia.com, Wiki Race players compete to find a specific article. To be fair, all players begin on the same article, and the game begins when the instructor announces the destination page. Players may navigate from article to article only by clicking links inside the content of the article (no links nor searching in the left-side navigation may be used). The first player to reach the destination article wins!
IN05	SimCity 2nd Life Olympics	<p>"The SimCity 2nd Life Olympics" requires that students on the host team organize Olympics competitions based on on-line avatar games. The host team will organize the events, determine the rules for participation by entered chapters, create and offer written guidance to school chapters interested in learning more, selecting a team, and participating in the events.</p>
IN05a	SimCity 2nd Life Olympics - Footrace	
IN05b	SimCity 2nd Life Olympics - Shotput	
IN05c	SimCity 2nd Life Olympics - Pole Vault	
IN05d	SimCity 2nd Life Olympics - High Jump	
IN05e	SimCity 2nd Life Olympics - Broad Jump	

IN06	Twitter Scavenger Hunt	The "Twitter Scavenger Hunt" involves selected school chapter teams seeking and gathering answers to clues in an information scavenger around downtown Cincinnati using Twitter to submit answers to the online mothership and receiving the next clue by Twitter. The host school will create the information scavenger, determine the judging criteria and rules, and will manage the online mothership during the event.
Wildcard Events (Intra-school teams formed at each Event)		Wildcard events are team events in which students from various chapters draw their team IDs from a hat to determine the team on which they compete. The score earned by any given team becomes the individual score of each team member that is carried by to the school chapter score.
WC01	Networking Speed Challenge	The "Networking Speed Challenge" requires that a team of techies assemble and configure a network against the clock from a literal "pile" of parts, including multiple servers running on different platforms and disparate workstations. The host school will determine the rules of the competition, the basis for success, and collect the parts to be assembled by the competing teams.
WC02	Cloud Computing Challenge	The "Cloud Computing Challenge" requires that each competing team create the business plan for a new business entity utilizing a cloud computing strategy to fulfill the goals of the enterprise. The host school will determine the rules of engagement, the metrics for awarding each team points, and will devise the business challenge that each competing team attempts to solve with their new business.

WC03	Disaster Recovery Role Play	The "Disaster Recovery Role Play" competition requires that each 5-person team assume the roles of CEO, CFO, COO, CIO, and Director, HR, for a hypothetical company that encounters a natural disaster of significant proportion to interrupt the business and the availability of resources to the people employed by that business. The host school will determine the scenario addressed by each competing team, the complications added to the scenario as each team's round plays out, and the basis for scoring each team's response
WC04	Techno Jeopardy	"Techno Jeopardy" pits competing teams against a traditional Jeopardy game board populated with a range of technical questions related to information technology and computing. The host school will determine the questions and answers that populate the board, and will host the game.
WC05	Techno Corn Hole (because it's Cincinnati)	The rules and play of "Techno Corn Hole" will be determined by the host school.