



Middle School Virtual Competition

2013 - 2014

The two project areas for the 2013-2014 Middle School virtual competition are:

- Game Design
- Multimedia

Within this document are the themes and instructions for the contest project areas.

Deadlines

- Registration of entries – Friday, **March 28, 2014**
 - You will be receiving a google docs link early March to register teams.
- Submissions are due Friday, **April 11, 2014**
- Winners will be announced Friday, **May 2, 2014**

How to Submit

- Submittals will be done electronically.
- We will be providing specific submittal directions in March.

Virtual Webinar on Contest Instructions

- **Friday, Feb. 7, 2:00 – 3:00 p.m.**
- If you cannot attend live, we will be recording it for your view at a later date.

Winners

- We will be awarding 1st, 2nd and 3rd place winners for ALL award categories.
- There will be prizes for the 1st place winners and certificates for 2nd and 3rd places.
- Winning entries will be used for future promotion and training. Your submission gives HyperStream approval for your entries to be used for these purposes.

Questions/Feedback

After Feb. 7, for questions regarding the middle school competition, please email Lacy Brunnette at lbrunnette@gmail.com.



Game Design – Alice 3.1

The goal of this contest is for students in grades 6-8 to design a game that incorporates concepts from one or more of the STEM areas (Science, Technology, Engineering or Math). The game should be easy to use, fun to play and demonstrate a STEM concept(s).

Criteria

- All games must be developed in Alice 3.1.
- Participants must compete as a team.
- Team sizes are limited to 2-3 students each.
- Hyperstream Clubs may submit up to 3 games for the statewide competition.
 - If you are a larger club with lots of game design involvement, it is encouraged to have a club contest to identify the top 3 games for this state competition.
- Each game submitted will be considered for all award categories. (see below)
- The **attached** Submission Form must accompany your entry, including game instructions and feedback which are mandatory with submission.

Award Categories

- Best Overall STEM Game
- Best Storyline
- Most Original Idea
- Best Animation Sequence
- Best Use of Sound
- Best Code Quality
- Best Presentation

Hyperstream Feedback – Part of Judging Criteria

Participants are to provide feedback on their Hyperstream game design experience. There are no size or format requirements, but the feedback is part of the judging criteria.

- What do you like about working on game design projects?
- What do you like about using the Alice software?
- What do you not like about the Alice software?
- What are the key things you learned from working on this contest entry?

Game Design -- Judging Criteria for Best Overall STEM Game

- **Sound and Animation (20%)**
- **Game Design (20%)**
 - Scene design
 - Storyline
- **Interactivity (20%)**
 - Collision detection
 - Camera manipulation
 - Key/mouse bindings
 - User input
- **Code Quality/Technical Merit (20%)**
 - Code is broken up into smaller methods
 - Inheritance is utilized
 - Readability
 - Descriptive variable and method names
 - Comments used when needed
 - Documentation
 - Game instructions
 - Project Description
 - Hyperstream feedback
- **Creative Component (20%)**
 - Incorporates other fields of math, science, or technology, such as:
 - Computer science algorithms
 - Documentation as HTML
 - Physics (acceleration, collision, gravity)
 - Advanced components
 - Custom 3d models/textures
 - Development process documentation/tool-utilization
 - Team collaboration
 - Version control
 - Feature backlog
 - Concept art
 - Custom Sound/Video

**Game Design
2013-14 Submission Form**

A separate form must be completed for every game entered in the contest.

Name of Game _____
School / Learning Agency _____
City where School/LEA is located _____

Your submittal gives HyperStream approval to potentially use this game in HyperStream promotion and training if it is selected as one of the winning entries (1st, 2nd or 3rd place).

Participants (teams can have 2-3 students per team)

1. _____
2. _____
3. _____

Teacher/Club Adviser's Name _____

Email _____

Phone # _____

Mentors (Company & Names) _____

Instructions for how to use Alice game must be submitted with game entry.

(You may use another page for game instructions.)

Participants must provide feedback on their HyperStream experience.

There are no size or format requirements, but the feedback is part of the judging criteria and should be reflective of all team members. (You may use another page for feedback.)

- What do you like about working on game design projects?
- What do you like about using the Alice software
- What do you not like about the Alice software?
- What are the key things you learned from working on this contest entry?

Multimedia

Competition Theme: Transporting Citizens into Space

The year is 2014 and HyperStream Space Travel, Inc. (6th-8th grade students) is on the verge of launching a multi-million dollar international business specializing in citizen space travel. Your team is tasked with designing and creating a variety of promotional/marketing materials to fuel the branding and promotion of the new business venture.

Criteria

- Participants must compete as a team.
- Team sizes are limited to 2-3 students each.
- Clubs may submit 3 entries per category.
 - If you are a larger club with lots of multimedia involvement, it is encouraged to have a club contest to identify the top 3 entries in each category for this state competition.
- Clubs can submit entries in EACH category or various categories. You do not need to submit entries in every category.
- The **attached** Submission Form must accompany your entry, with feedback which is mandatory with submission.

Multimedia -- Judging Criteria

- **Creativity (30%)** – i.e. design approach, innovative thinking, creative use of theme, etc.
- **Execution (35%)** – i.e. visual appeal, marketing savvy, theme execution, etc.
- **Technical abilities (35%)** – use of software/technologies used; difficulty of technology execution, etc.

Award Categories

- Logo – Design a logo that will capture the excitement and innovation of the new space travel company.
 - Size: 500px x 500px
 - JPG or PNG format
 - Color or Black/White is team's choice
- Photo Collage – Edit space-themed images and compile a collage to be used by HyperStream Space Travel, Inc. for catalogs and media materials.
 - Must include minimum of 5 images
 - Show before and after of images submitted
 - JPG or PNG format

- Poster – Use graphical elements and design to create a poster promoting the launch of HyperStream Space Travel, Inc.
 - Poster size must be 11 inches (width) x 17 inches (height)
 - High-resolution (300ppi)
 - JPG or PNG format
- Video Commercial – Create a commercial announcing launch date and ticket sales for the new space travel company.
 - Duration: 30 seconds
 - Include website URL for more information
 - Must be in MOV or MP4 format
- Music Challenge - Edit an existing piece of music or create an original composition that could be used in the commercial for the travel company.
 - Duration: 30 seconds
 - Must be in WAV or MP3 format
- Website Design -
 - Include logo and video commercial in Website design and presentation
 - Must have four primary pages:
 - Homepage
 - Spaceships
 - Describe the transportation vehicles, graphics (can be edited photos or drawings).
 - Tickets
 - Tickets are US \$215,000 – US \$235,000 and deposits are refundable.
 - Ticket packages should be presented in three pricing tiers; include pricing information and what the customer gets at each level.
 - Create a basic form that allows users to submit their information to be contacted for booking a flight (does not have to be e-commerce or accept payments).
 - Experience
 - Describe the flight, and what customers can expect before and during the trip.

Fine Print – Copyright

Plagiarism and copyright infringement will not be tolerated as part of the contest. All copywriting content must be originally created by your team. Art (music, graphics, etc.) used must be originally created or fall under Creative Commons with proper attribution (artwork attribution will depend on Creative Commons level selected by the creator, so make sure to check before using any artwork that is not made by your team).



Multimedia 2013-14 Submission Form

A separate form must be completed for every entry submitted in the contest.

Award Category _____

School / Learning Agency _____

City where School/LEA is located _____

Your submittal gives HyperStream approval to potentially use this game in HyperStream promotion and training if it is selected as one of the winning entries (1st, 2nd or 3rd place).

Participants (teams can have 2-3 students per team)

1. _____

2. _____

3. _____

Teacher/Club Adviser's Name _____

Email _____

Phone # _____

Mentors (Company & Names) _____

Participants must provide feedback on their HyperStream experience.

There are no size or format requirements, but the feedback is part of the judging criteria and should be reflective of all team members. (You may use another page for feedback.)

- What do you like about working on multimedia projects?
- What multimedia software packages have you liked the most?
- What multimedia software packages have you not liked as well?
- What are the key things you learned from working on this contest entry?