TEAMSCODE

2020
2021

YEAR IN REVIEW

OPEN LETTER

Despite its detrimental impacts on all of our lives, it was the COVID-19 Pandemic that brought TeamsCode closer together. Until March 2020, the TeamsCode California and Washington branches operated as two separate units each hosting their own contests, collaborating minimally. With the onset of COVID-19 cancelling both contests during the critical stages of planning, our branches were left in the dark.

Months later, we finally took action and decided to host an online contest that summer, in hopes of attracting CS-minded students who, like many of us, got their summer plans cancelled. Through hours of endless calls and 4 AM talks about our futures, the thousand-mile gap between the two branches of TeamsCode gradually closed until we operated completely as one.

Since our first online contest, we've seen tremendous growth in our participant numbers, judging system resiliency, organization structure, and livestream quality. Each passing contest brought a whole host of new experiences to learn from and problems to tackle, ultimately bringing our team even closer together. Needless to say, we are incredibly happy with our results during the pandemic and could not be more excited to further serve our community through making coding accessible.

Sean Yang
Co-President

2020 FALL

The TeamsCode Fall 2020 Contest was the first contest where we partnered with X-Camp to utilize XJOI, their online code submission system. Compared to judging via email submissions, the XJOI system was much more resilient and handled higher volumes of submissions than our previous contest. Furthermore, our slight drop in participant numbers from 296 students to 245 students was expected in tandem with students' busier schedules in the Fall.
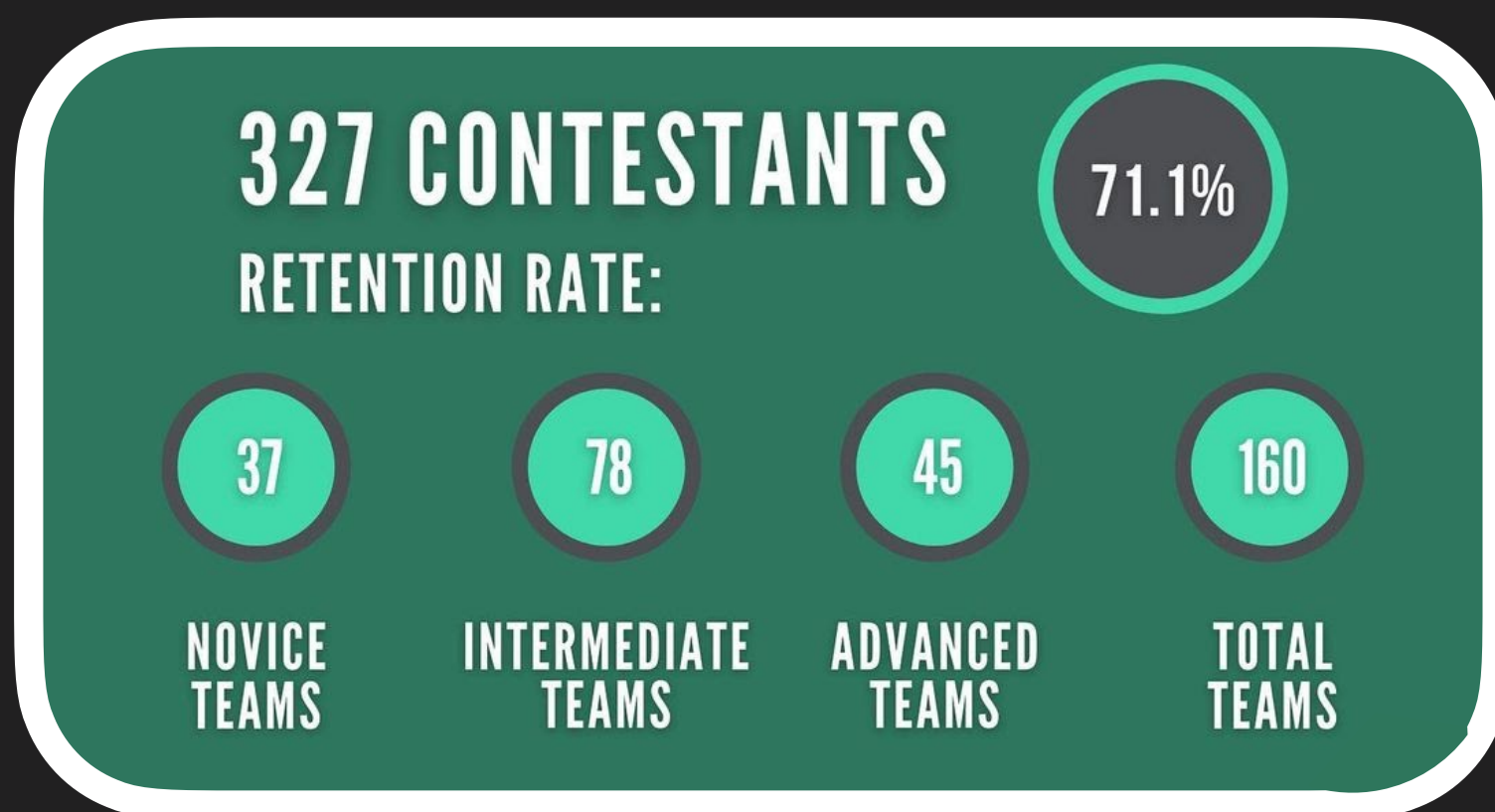
245 TOTAL PARTICIPANTS

45	71	101	144
ADVANCED TEAMS	INTERMEDIATE TEAMS	ADV PARTICIPANTS	INT PARTICIPANTS

Data collected from the TeamsCode Fall 2020 Online Contest.

2021 SPRING

As our third online contest and our second time using XJOI's judging system, we focused greater efforts in improving the livestream aesthetics and smoothness and reaching out to a greater number of students. As our logistics team streamlined the livestream and outreach process, the problem writing team grew in numbers and also streamlined the testing process. To align with our mission of serving all levels of coding students, we created a third division — the novice division — resulting in a 33% growth in participants numbers since our fall contest.

327 CONTESTANTS

RETENTION RATE: 71.1%

37	78	45	160
NOVICE TEAMS	INTERMEDIATE TEAMS	ADVANCED TEAMS	TOTAL TEAMS

Data collected from the TeamsCode Spring 2021 Online Contest.

2021 SUMMER ☀

With our largest organizing team yet, TeamsCode had more bandwidth to manage all aspects of our Summer 2021 contest than ever before. Despite starting preparations only two months before, the problems team managed to work with external testers to quality check the problems and iterate on them for the first time. We also saw an 18% year-over-year growth in participants since our first online contest.

⚐ **197** TEAMS

◉ **4899** ATTEMPTS

> **302,400** LINES OF CODE
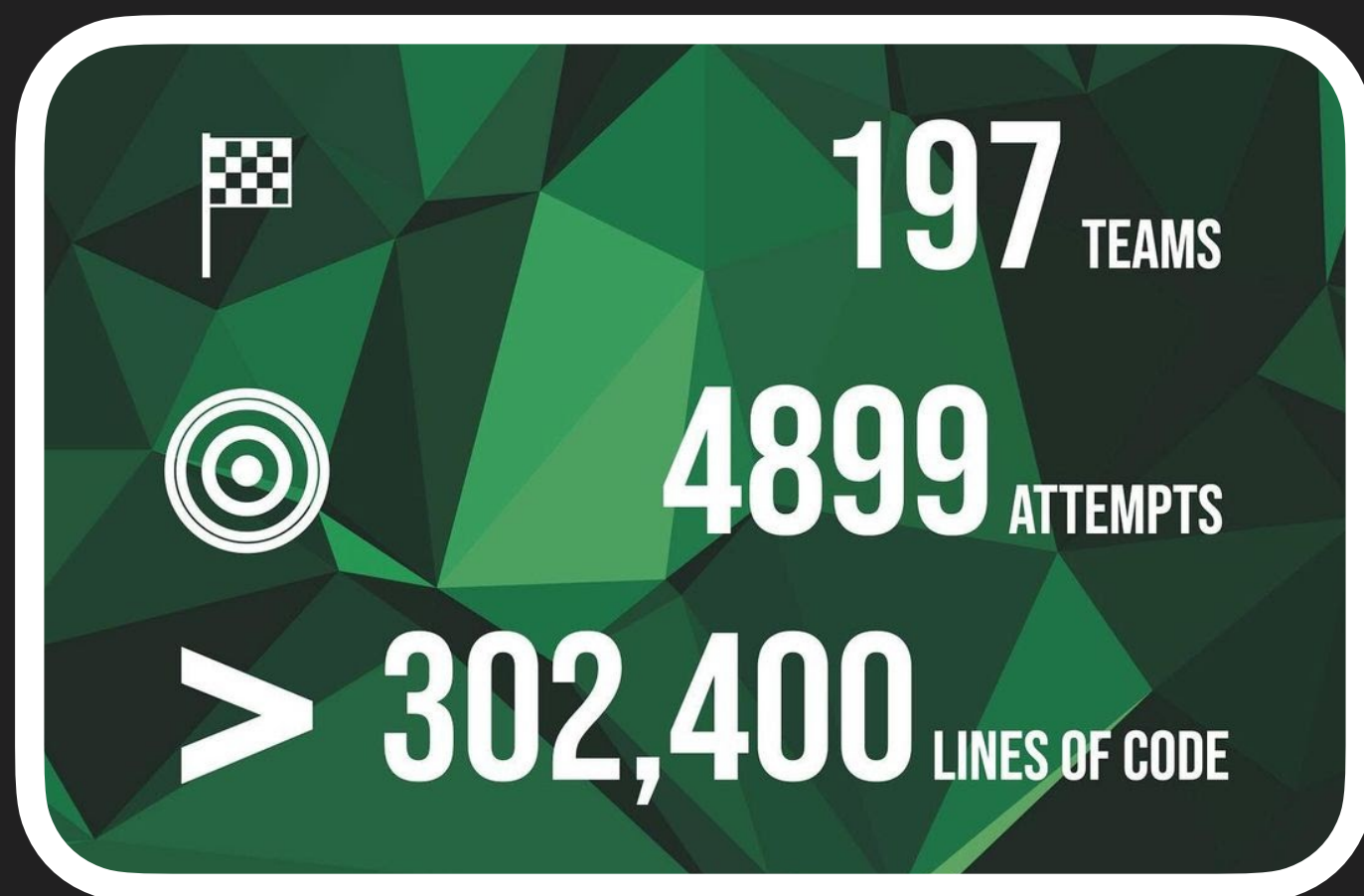
Data collected from the TeamsCode Summer 2021 Online Contest.

CLOSING REMARKS

Each year, the TeamsCode Organizers continue to prove their dedication to our mission and ownership of the contest with their relentless work ethic and constant desire for improvement. On behalf of the rest of the Executive team, I could not be more grateful to kickstart the process of issuing annual Presidential Volunteer Service Awards (PVSA) to everyone on our team who desires.

Furthermore, I'd like to give a huge thanks to our long time partners X-Camp and DigiPen who never fail to impress me with their constant responsiveness and willingness to help. Words of gratitude can only go so far; without a doubt, our contest truly would not be possible without these amazing partners.

Despite the challenges brought by the pandemic and the new wave of Delta variant COVID-19 cases, TeamsCode's future remains optimistic. As partnerships and integrations with external platforms such as Competitive Programming Initiative (CPI) and CodeJoust become more solidified, we look forward to making an even wider selection of tools available for students of all ages to practice and sharpen their coding skills.

In line with our principles of equal access, we also seek to encourage under-represented minorities and underprivileged regions to pursue computer science in hopes of giving these groups more education and career opportunities down the line. We are fully confident that our new leadership and organizer team will continue to serve the community and our missions through refined coding contests and educational tools.

X-Camp

DigiPen
INSTITUTE OF TECHNOLOGY
SINGAPORE

Sean Yang
Co-President