Young ICT Explorers

2024 Competition

Information Pack

General Information Pack for the Young ICT Explorers Competition

Table of Contents

ABOUT YOUNG ICT EXPLORERS

Young ICT Explorers is an Australian educational program and competition where students in Years 3 – 12 to produce a project of their choice that uses Digital Technology/Information and Communication Technology (ICT) to solve a real-world problem or share a passion.

Technology is constantly evolving and is an enabler for all other industries. 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. The mobile phone has evolved from being just a phone to a multipurpose device with features like global positioning and access to the internet.

The Young ICT Explorers competition aims to inspire and encourage students to consider a career in the digital technologies/ICT industry and gain a greater understanding of the possibilities available through technology.

As a student

You are eligible to participate in Young ICT Explorers if you are of school age in **Australia** in school years **3 to 12** in 2024.

Just ask your teacher/parent/guardian to register yourself or your team so your team can take part. Please **register your interest by 1 July.**

While you can work by yourself, it is recommended to work in teams of up to **four students**. Projects do require a lot of time and it's always fun working with friends! All your team members must be in the same year division (see 'Divisions' section below). Once you are registered and you have your team set, the rest is up to you. Produce your best ICT related project and **submit documentation about the project by 31 July at the latest.** We will then review all project submissions and invite you and your team members to present your project to a panel of ICT industry professionals.

Remember to check the Young ICT Explorers website past winners' section for more information and ideas on projects you could enter.

As a Teacher/Parent/Guardian.

You're invited to register groups of **up to FOUR students per project team** to participate in Young ICT Explorers. **The registration deadline is 1 July.** All team members must be in the same year division (see 'Divisions' section below). You can enter multiple teams from your school. All teams must submit **documentation about their projects** by **31 July at the latest.**
Please don't hesitate to send us an email to: yicte@anagramevents.com.au if you have further questions.

Divisions

Students can compete individually or in **project teams of up to FOUR students** in the following school year divisions:

- Year 3 - 4
- Year 5 - 6
- Year 7 - 8
- Year 9 -10
- Year 11 -12

Locations – Australia

Our 2024 program will still hold region specific virtual judging events identifying the top three projects in the following locations.

- New South Wales
- Southeast Queensland
- Victoria
- Western Australia
- Australian Capital Territory
- South Australia
- Tasmania
- North Queensland + Northern Territory

Subject areas

We have purposely kept the scope broad to encourage as much creativity as possible and to cater for the specific technology areas students are interested in exploring. We don't want to limit possibilities and 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 project on our website www.youngictexplorers.net.au

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

Prizes*

State Competitions

Prizes will be awarded for 1st, 2nd, and 3rd place winners in each division in each location.

All categories
- First – $300 e-Voucher
- Second – $200 e-Voucher
- Third – $100 e-Voucher

National Finals
- First – $200 e-Voucher
- Second – $150 e-Voucher
- Third – $100 e-Voucher

* depending on funding available, all prize amounts are subject to change (up or down) at any time

A Sustainability Award will also be given to one project that best displays a focus to make our environment a more sustainable place to live work and play. This could be chosen from across any division. The prize amount for the Sustainability Award is equal to the first prize amount.

Registration process

1. As a teacher/parent/guardian you can register your school/independent team entry and an approximate number of teams participating using **our online registration tool**. Please note the **last day for registration is 1 July.**

2. Once you're registered, you can then nominate the teams and upload their project documentation by **31 July at the latest.** PDF, Docx files ZIP folders are accepted.

The following documentation is required.

- **Project report.** This is a detailed description of the project.
  It is recommended to use the report template or structure outlined on pages 6 – 7.
- **Media Release and Permission Form** for each participating student.

  You can find these documents on our website in the download section.

- Any additional files and details relevant to the project.

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 is free. To enter, we require students to:
- Be of school age in Australia.
- Enter in the appropriate school year division. If the team has a student in the year 3 – 4 category and another in the year 5 – 6 division, the team much be entered in the division of the eldest team member.
- Ensure Schools (or independent teams) are registered on or before **1 July** (registration deadline) on our website http://www.youngictexplorers.net.au
- The YICTE team will contact teachers/parents/guardians to arrange times for project reviews or confirm video entries.
- Students must have their teacher/parent/guardian submit their project report, 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.
- **Each project must be submitted as a separate entry into the online registration system.**
- Submit a project report, we recommend the template on our website or use the structure on pages 6 - 7, with the report being no more than 5 pages long and not greater than 10MB in size. Entries with missing reports or reports that exceed these criteria may not be accepted.

- Reports must be submitted by **31 July at the latest.** Submissions will not be accepted after the final date. Early submissions are appreciated for processing purposes.
- Students must present their own work. Use of material, 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 judging and prizes.
- Enter in groups consisting of 1 to 4 students. *Be aware that prizes are limited to four only per team.*
- 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.
- Participants will be required to enter a video for review or take part in a virtual judging round via zoom. In the event a project team consists of only one team member, and they are unable to attend the judging event, a classmate can present on their behalf.

Submission Guidelines

- Entries should be uploaded to the competition website before midnight the day submissions close.
- Acceptable file types for upload include: mp3, mpg, avi, jpg, mov, swf, flv, mp4, html, doc, docx, pdf, ppt, pptx, xls, xlsx, iWork & iLife file formats.
- The ZIP file containing the project and report files cannot exceed 10 MB respectively.
- Due to the possibility of viruses, unacceptable file types include exe, bat, com, msi.
- We accept links to video submissions from reputable streaming services.
- If you wish to submit another file type, please contact the Young ICT Explorers Organising Team on yicte@anagramevents.com.au to ensure that it can be assessed.
- **Projects must only consist of material that is suitable for all ages.**

Students also have the option of submitting a video or screen-cam (in one of the file types specified above).

The primary document telling us about your project must be submitted via either a:
- Portable Document File (pdf)
- Microsoft Word (doc/docx)

Report Templates

We have a report template available [(link from here)](#) or from the information section on the website.

Use these templates as a guide and complete as much as you can, we do understand some projects are still under construction at time of submission. We really want to see an outline of what the project is and what technologies you have used to create it.

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

- o What is your project?
- o How did you choose your project?
- o Problems you encountered.
- Introduction
  - o What inspired the idea for your project?
- Video Submission/Photos
  - o Please enter the link to your video or include any pictures of your project.

- Problem Statement
  - o Explain the problem you are trying to solve with your project?
  - o Design and Features
  - o Challenges Designing and Building this Project.
  - o What would you do differently the next time?

- Conclusion
  - o Does your project do what you set out to achieve?

- Technologies used
  - o List the programs and technologies used.

Judging Criteria

Each entry will be judged per the following marking criteria:

- **Creativity and Innovation (10 points) -** 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 simple criteria relating to requirements that make it useful and attractive.
  - Consider labeled drawings, modeling, storyboarding, using digital technologies and multimedia for presentations.

- **Level of Difficulty (10 points)** – 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, considering time, resources, and correct techniques.
  - Implementation of a working product.

- **Quality and Completeness (5 points)** – 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?

- **Documentation (5 points)** – 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 modelling.

Projects entered encourage students:
- to learn communication and information processing skills
- to explore ways in which information systems will meet emerging needs.
- to select and apply appropriate research and problem-solving skills.
- develop ways to apply and explain an understanding of the nature and function of information technologies to the specific practical situation.
- Develop ways to examine and apply appropriate documentation techniques related to the management of their project.

2024 Dates and Deadlines

Registrations open - Schools register their interest in the competition for the year and create an account in the conference system to submit report outlines.

Registrations close: 1 July - Last day to sign up for the competition.

Project Documentation due: 31 July - Report outlines are due here, this doesn't have to be the final version of their creation, we just want to see what the project is about, have an understanding what technologies are used, and what problem is being worked on. Students have right up until they present to the judges' panels to keep working on the project.

Reviews dates: 9 August – 20 October
- Senior Years 7-12: 9 August – 15 September*
- Junior Years 3 – 6: 1 September – 20 October*

Each team will have **10 minutes with our judging panel,** students have 5 mins to pitch/present/demonstrate their project, then judges have 5 minutes to ask further questions about the idea and positive feedback. All teams will receive written feedback and certificates of achievement/participation. If submitting a video for review, it is to be a maximum of 8 minutes in length.

*** (Senior and Junior review dates are subject to change)**

State/Territory Judging Sessions
Teams have a choice of the following two options to present their projects to the judges.
- Zoom call presentation, no longer than 10 – 15 minutes in length per project.
- A pre-recorded video no more than 8 minutes in length, demonstrating the project and addressing the selection criteria.

Zoom Review
The YICTE team will be in touch with each registered school/organisation to book in times for Zoom reviews before the final submission deadline.

Video Review

We suggest that the team pitch their idea to a teacher/parent to fill in for the judges and they ask any follow up questions. Please provide any project documentation you want the judges to see in the submission.

- Senior Years 7-12: Video submissions are due **31 July***.
- Junior Years 3 – 6: Video submissions are due **1 September***.

If videos are not received by this, unless other arrangements have been made, they may not be accepted.

* (Video submission dates are subject to change)

Unless other arrangements have been made, those submitting videos must upload to the following:

https://www.dropbox.com/request/k5LrWDTgIKFWNSompf9Q

Please use the following naming convention when saving your videos:
Submission Project ID_Division_ School_Project Title_State/Region_Teacher or Parent Name

For example: 345_3-4_ Good News Lutheran School_Saving Endangered Species_SE QLD_Ven Turner

Example questions judges may ask:
- What Technologies did you use?
- What problems occurred during 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?
- Future plans for this project?

Ensure your video presentation answers some of these questions.

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

Please provide any supporting documents and the video submission by the dates indicated above.

A Virtual Awards Ceremony will be held at the end of all our judging reviews, certificates and prizes will be awarded and emailed to our placeholders and winners' teachers/parent for distribution.

* (Video submission dates are subject to change)

National Finals

Date TBA - usually held in December or February 2025 - This is where all first-place teams from all states/region's competitions compete for top honours.