

NEW PROJECT 2021: VIDEO GAMING AND COMPUTER CODING

Both physical and digital exhibits are permitted. Youth are encouraged to use the medium that best suits their learning style. Please put digital submissions on a USB drive for ease of judging in which the exhibit is the only file on the USB drive, and the USB drive is labeled with the exhibitor's name.

All levels (Level 1- CLOVER, Grades 3-5; Level 2- JUNIOR, Grades 6-8; and Level 3- SENIOR, Grades 9-12): Exhibit a piece (i.e., video, animation, presentation, notebook, etc.) that represents a video gaming or computer coding aspect of interest. Youth may consider, but are not limited to, one or more of these suggested topics:

Video Game Review

Game System Comparison

Coding Platform Tutorial

Collection of Video Game Shortcuts, Passwords, and Secrets

Benefits of Gaming/Coding

Video Gaming/Computer Coding Culture

Video Games as Teaching Tools

History of Gaming/Coding

All exhibits must include a reference list indicating where information was obtained and giving credit to the original author to complete the exhibit. This reference list should/might include web site links, people and professionals interviewed, books, magazines, etc. It is recommended this reference list be attached to the back of a physical exhibit or listed as a document on the digital exhibit. A judge is not to discredit an exhibit for the manner in which references are listed.