

AISA TECHNOLOGY FAIR

I. GRADE LEVELS

- A. Level I – Grades 3-6
- B. Level II – Grades 7-9
- C. Level III – Grades 10-12

Each school may enter a total of two students per category per level. Each student may enter any number of categories of competition at his/her level. Each student may enter only one project in any one category.

There is a limit of two (2) students per school per level in each category: Individual Programming, Non-Multimedia Applications, Multimedia, Website Design, Digital Video Production, and Computer Graphics. This should include student's name, project name, software used, description of project, and how it was created.

II. CATEGORIES OF COMPETITION (With levels noted)

- A. Individual Programming (Level III – 9th -12th grade allowed, but only **2** entries)
- B. Non-Multimedia Applications (Levels I, II, III)
- C. Multimedia (Levels I, II, III)
- D. Website Design (Levels I, II, III)
- E. Computer Graphics (Levels I, II, III)
- F. Digital Video Production (Levels I, II, III)

III. JUDGING

- A. Judging will be organized by AISA.
- B. Judges will hold to a strict five (5) minute time limit with each student.

IV. HARDWARE and SOFTWARE

- A. The participants should expect to furnish their own hardware.
- B. Students are expected to bring the necessary software to run their projects.

V. AWARDS

- A. In each category of competition, at each level, three (3) ribbons will be awarded (if judges agree that there are three (3) entries worthy of special recognition).
 - 1. First Place
 - 2. Second Place
 - 3. Third Place

- B. A plaque will be awarded to the overall school winner and runner up in each level, based on the following:
 - 1. Three points for a first place win.
 - 2. Two points for a second place win.
 - 3. One point for a third place win.
- C. For a school to earn overall 1st or 2nd place at a level, that school must have entered at least 3 of the categories at that level.
- D. There must be at least three (3) schools competing in a category at a given level for awards to be made in the state competition.
- E. Judges must select specific winners of 1st, 2nd, and 3rd places in each category. (This may require additional judges for some projects.)
- F. The Tie Breaker for Overall School Winners (1st and 2nd places) will be the number of categories entered at that level.

VI. DESCRIPTION OF CATEGORIES

A. INDIVIDUAL PROGRAMMING

Programming projects must use a recognized programming language that generates code and is self-executing. All parts and sections of the program must be the author's own original design and coding. Some examples of acceptable program compilers/languages are the various versions of BASIC, FORTRAN, C, Pascal, Logo, etc. Scripting languages alone, such as Java or HTML, or software such as FrontPage, which generates HTML, do not qualify for this category. They may be entered in Non-Multimedia Applications, Multimedia, or Webpage Design (as appropriate for the resulting project). Programs must be presented with documentation, a source listing of the program that includes internal documentation, any printed or screen generated output from the program, and a narrative description of the program in a notebook or project board. The program must be identifiable in one of the following three (3) areas:

- 1. Computer aided instruction or educational/learning games
- 2. Business or commercial applications
- 3. Personal applications, which with minor alteration, could be marketed for larger commercial appeal.

The student will need to explain what design changes would need to be made to create a product for a wider audience. Programs will be judged on originality and creativity, application of structured concepts, complexity, and overall value. Students will be required to run their programs for the judges and explain them orally.

B. NON-MULTIMEDIA APPLICATIONS

Entries will be developed from applications programs that, although presented on-screen, can be printed so that the final printed product does not lose any of the intrinsic integrity of the on-screen project. For example, a project using Power Point that does not include

any audio (other than a sound-effect) or motion (animation, video, etc.) should be entered here. Such a presentation could be printed so that each screen can show the full body of information, in order to qualify as a non-multimedia project. If the only “motion” the project has is text moving “line-by-line”, or if it uses screen dissolves to enhance the presentation, it still qualifies within this category, not in multimedia. If sound, such as speech or long-playing sound, or motion (animation/video) is incorporated, the final project should be entered under the Multimedia category. The project should be no more than three (3) minutes in length.

C. **MULTIMEDIA**

These projects may be interactive or directed by the student presenter. Multimedia is defined as a presentation combining sound and/or motion with text, but **does not include stand-alone video projects**. Sound may include voice, music, natural, or man-made sounds and effects that are part of software found on the Internet or created and imported by the student. Videos may be created from video cameras, prerecorded tapes, imported from other sources, or taken from still images and manipulated into moving objects by other programs. Digital animation also belongs in this category. Multimedia projects are computer-based reports or creative presentations. Projects that deal solely with sound or music, and those for which the final product may be produced on an audiotape or compact disc should be entered under multimedia. Music projects are those in which sound or music is recorded, mixed, synthesized, and reproduced for a final aural output; however, producing the tape is not a requirement. Projects in which the final product is a stand-alone video should be entered in the Digital Video Production category. The project should be no more than three (3) minutes in length.

D. **WEBPAGE DESIGN**

Web pages and similarly designed information projects fall into this category provided they are intended for interaction over a distance such as an open or closed network. Software such as Web Whacker may be used in showing the project for the judges. A notebook or project board with printed “screen shots” taken from interactive sessions and suitable written explanations of the project, its intent, and how it was created are also needed.

E. **COMPUTER GRAPHICS**

The category, Computer Graphics, includes single or multiple pictures generated on the computer. These will not fit into any other category. The graphics are to be original artwork designed by the student. The picture (graphic) may be generated by software packages, such as basic paint and/or drawing programs, or through a programming language. Pictures drawn on paper and scanned into the computer as well as photo editing do not qualify for this category.

F. **DIGITAL VIDEO PRODUCTION**

This category is defined as any original video project that has been edited on a computer with digital video editing software and exported into a digital video format. The project must be displayed for viewing on a computer. The project should be no more than three (3) minutes in length.

VII. JUDGES' SHEETS AND ENTRY FORMS FOR AISA TECHNOLOGY FAIR

- A. Criteria and rating scales for judges to use for all computer categories will be available on the AISA website. AISA State Technology Fair Entry Forms will also be available on the AISA website.
- B. The Technology Chairperson(s) will organize entries, communicate with school sponsors, and serve as liaison with judges.
- C. The Academic Programs Director will supervise this event and obtain all awards and payments for judges.

VIII. Entry Fee

- A. A participation fee of \$5 per student entry will be required. Your entry fee should be submitted to the AISA office at least one week prior to the event.

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