



Overview and Rules

Overview

Participants will use Scratch, or another coding platform, to develop an E-rated, school-appropriate game or animation. The project should run smoothly and show that the animation or video game has evidence of planning. In other words, a complete product with thought for how it needs to be coded and the story or goal.

Teams

Each team can have a maximum of two participants. Each campus may submit a maximum of four projects per category (four video games and four animation projects). Campuses should hold their own judging, if necessary, to narrow down the campus submissions. It is not required for a campus to submit multiple entries.

Requirements

- Submissions must be made to the Coding and Robotics Schoology course. To join the current year's course, please see the [Coding and Robotics Competition website](#) for the join code.
- Entries must be started and completed during the current school year.
- Final projects must be completed, the project link, and portfolio submitted by the deadline posted on the district's website. Specific submission details, if necessary, will be posted to the website and Schoology course.
 - **PLEASE NOTE:** Submissions must be in a format that allows judges to easily play or view the project. It is recommended that a link be used. Judges will not be able to create accounts or download software to run a project so please consider this when selecting a coding platform to use.
- Any projects submitted without a portfolio will not be judged.
- The projects MUST initiate with an event block (ex: click of the green flag).
- Games submitted for evaluation must be interactive while animations do not.
- Projects will be submitted via the Schoology course. A Schoology assignment will be available for project submissions with a portfolio template.
- Submissions should show evidence of block or text-based coding within the original platform environment. Platforms that allow stop-motion animation, while using technology, do not meet the requirements of a coding project.

Originality

The project must be the original work of the team, **not a remix**. Ideas, coding architecture, and programs may be based on other sources.

Artificial Intelligence Support

As this is a new variable within coding there will be some allowable use of AI. It may be used as an inspiration to help students create backgrounds, characters, or sounds but should not be used to create the code for the game or animation itself. AI could be used for debugging but students should attempt to solve any coding issues themselves,



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before turning to AI. If AI is used for some part of the project, it should be referenced in the section of the portfolio related to Artificial Intelligence.

Example of referencing AI in portfolio

If any form of AI was used as part of the project, explain how in the space provided.	I used Canva AI to generate a background of a planet that the alien lived on. I also asked AI how to code one of my characters to run in a loop.
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Extensions

Many coding platforms have extensions that may be added to the code. For example, Scratch has several extensions that may be added, such as pen, video sensing or face detection. Use of these extensions is allowed but please note that the extension should not require the use of an account log-in or additional work to play the game or animation.

Copyright/Intellectual Property

Music and graphics from outside the coding platform must be royalty free and cited in the Electronic Portfolio. Graphics or sounds that come from within a coding program (i.e., Scratch graphics) must still be cited in the portfolio. All projects must adhere to copyright guidelines or may be disqualified.

Example of a portfolio that covers images and sounds used:

Graphic/Audio	Source
Spaceship	Found in Scratch library
Alien	Drawn in Microsoft paint and imported to Scratch
Laser sound	Created in Garage Band
Alien voice	Recorded in Scratch
End Credit Music	Played on personal recorder and saved into Scratch

Examples of portfolio, that though cited, still violate copyright or are incomplete:

Graphic/Audio	Source	Issue
Spaceship	Google Image search	This does not explain if the image was copyright free.
Alien	Friend sent to them via email	No information about original source of image
Laser sound	YouTube	While some YouTube allows for sound to be used, if this is the case, then you need to include a link to the page and state that sound is fair use.
Alien voice	Recorded from TV	Though recorded by students, it



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		still violates fair use since they don't have the right to the voice.
End Credit Music	Bought on Apple Music	The music may have been bought, but most music on platforms is for personal enjoyment and not commercial use. You would need to purchase with a license that allows it to be used in a public platform.

Evaluation Criteria:

Evaluation is based on the project's aesthetics, flow, story, content, sound, characters and the complexity of coding. The project should also be entertaining and bring the user into the project.

Up to 5 bonus points may be added by the judges for exceptional features or for content showing exemplary educational or social value.

For games: A maximum of 3 levels will be evaluated. Teams may expect judges to spend a maximum of 5 minutes playing the game.

For animations: Animations should be limited to no more than 5 minutes.

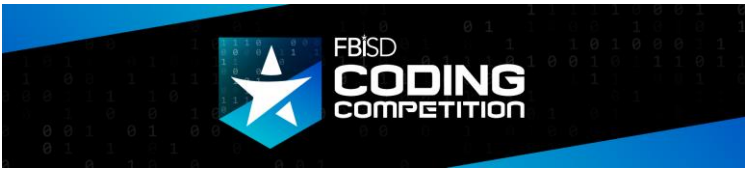
Projects will be scored using a rubric.

Required Electronic Portfolio

Each team must submit an electronic portfolio. The portfolio should be computer-generated and submitted as a PDF or Word file. Handwritten portfolios related to the project are permitted (must be clear and legible) and may be scanned and included electronically.

An **Electronic Portfolio** example is included as part of the assignment in Schoology where you will submit your project. This example may be downloaded and used for your submission. This or whatever portfolio you submit should contain the following:

Coding Game	Coding Animation
<ul style="list-style-type: none"> Game title, campus, participant names, and username information of the participants (Scratch account names if using Scratch or Identifying Name if using other coding software). The account names are to verify that the game is original for this year and 	<ul style="list-style-type: none"> Animation title, campus, names, participant names, and username information of the participants (Scratch account names if using Scratch or Identifying Name if using other coding software). The account names are to verify that the game is original for this year and that any remixes are kept from the same



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<p>that any remixes are kept from the same account and not a remix from another source or year.</p> <ul style="list-style-type: none">• Purpose and description of game, including target audience, ultimate game objective, and any background story for the game.• A detailed explanation of how to play the game, including a list of all control functions (this is not a substitute for in-game instructions).• All graphics and sounds must be cited. If graphics or sound comes from Scratch, then list Scratch as the source. If a graphic or sound is created by the student, cite it as the student created and the program that was used for creating the graphic. Example: Project has an alien the students drew. Citation may look like this: Alien, student drawn using Microsoft Paint.	<p>account and not a remix from another source or year.</p> <ul style="list-style-type: none">• All graphics and sounds must be cited. If graphics or sound comes from Scratch, then list Scratch as the source. If a graphic or sound is created by the student, cite it as the student created and the program that was used for creating the graphic. Example: Project has an alien the students drew. Citation may look like this: Alien, student drawn using Microsoft Paint.• Creator statement that explains a short 1-2 sentence summary of what the animation is about and their vision of how it connects to the theme.
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