BCS 2021 Competitions – all extended to end of June 2021

This year there are 5 competitions, organised by the BCS GreenIT, BCS e-Learning, BCS Animation and Games Development and BCS Cybercrime Forensics SGs.

All student entries, at all levels, including part-time students, must be entered by a member of staff at that educational establishment.

Each year there are different themes for each of these competitions.

An example of a winning entry of one of the Power Point competitions:

The winning entry a few years ago for the idea for a computer game was a single PowerPoint titled "The Last Mermaid" showing a picture of a mermaid sitting on a rock with rubbish in the sea around her - so the picture immediately gave a clue to the subject, as did the title "The Last Mermaid".

There were 5 bullet points that explained the idea, which were:
- a simple computer game for all ages from the young to the old
- to compare how long different items remained in the sea (say comparing an apple core to a baby's nappy)
- a more different difficult level of the game "The Last Mermaid" was to identify how different materials could harm different types of wildlife in the sea, from eating plastic to getting trapped in plastic containers
- the aim of the game which was to make everyone regardless of age more aware of the harm that we could do to the oceans and the creatures that live in it
- everyone should think about renewing or reusing items that we no longer use

Everyone on the Panel of Judges independently chose this, "The Last Mermaid" as it was relevant to the theme, with a clear simple explanation, together with
- with suitable picture(s) relevant to the theme for that year,
- showing a possible useful application,
- to help solve a problem

Although the judges are given no precise criteria, they are asked to rank the entries in their preferred order. Their comments that I received after from the judges all commented positively on those above points.

The particular entry "The Last Mermaid", if the themes had been different that year for the other 2 competitions, could have been an entry for the GreenIT competition (by using IT in the form of a computer game, to raise awareness) or for the e-learning competition, (by using gamification to help people understand about not damaging the sea)

More details at
- BCS GreenIT single Power Point competition with theme **"How Computing could help the Earth"** submission extended to 30 June 2021, Primary to Post-grad (p2p) also Open classes, details at https://www.bcs.org/membership/member-communities/green-it-specialist-group/competitions/greenit-2021-student-and-open-competitions/

- BCS e-learning power point comp, theme **"How e-learning can be used to assist Society and the Environment"** submission extended to 30 June 2021, Primary to Post-grad (p2p) and Open classes, details at https://www.bcs.org/membership/member-communities/e-learning-specialist-group/competitions/bcs-e-learning-sg-2021-competition/

- BCS Animation and Games Development Artefact (a computer game or the idea for one on a single **power point** slide) competition, theme **"Games to make us Happier"**. submission extended to 30 June 2021, Primary to Post-grad (p2p) and Open classes, details at https://www.bcs.org/membership/member-communities/animation-and-games-development-specialist-group/competitions/bcs-agd-sg-artefact-2021-competition/

- BCS Cybercrime Forensics poster competition, theme is **"Cybercrime Forensic Issues and Future Developments"**, submission extended to 30 June 2021, HE only and Open classes, details at https://www.bcs.org/membership/member-communities/cybercrime-

forensics-specialist-group/competitions/cybercrime-forensics-specialist-group-poster-competition-2021/

- BCS Animation and Games Development **''e-sports commentary (I minute)''** competition, submission Thursday 1 July 2021, HE only class, details at https://www.bcs.org/membership/member-communities/animation-and-games-development-specialist-group/competitions/esports-commentary-competition-2021/