BCS 2022 Competitions

This year there are 7 competitions, organised by the BCS GreenIT, BCS e-Learning, BCS Animation and Games Development and BCS Cybercrime Forensics SGs, 5 of which have the theme this year of aspects of sustainability.

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.

More details at

BCS F-TAG Power Point Competitions for Primary to Postgrad (p2p) students, with theme "**What Climate Change means to Us**" to produce a single power point, submitted as usual via a Point of Contact at the educational establishment, with 4 classes, Primary, Secondary, FE and HE, whether full time or part-time, in 2021/2022. Or home educated - Closing date for submissions **31 March 2022**, details at https://www.bcs.org/membership/member-communities/green-it-specialist-group/competitions/2021-powerpoint-competitions-for-primary-to-postgrad-p2p-students/

BCS F-TAG Tweet/Strapline FE and HE Student and Open Competitions, with the theme is **"What Sustainability means to Me",** to produce a Strapline or Tweet, maximum length 140 Characters, as usual via a Point of Contact at the educational establishment for the student classes, or directly for the OPEN, with the BCS number and name of a member of the team Closing date for submissions **31 March 2022**, Details at https://www.bcs.org/membership/member-communities/green-it-specialist-group/competitions/tweetstrapline-fe-and-he-student-and-open-competitions/

Also

BCS GreenIT single Power Point competition with theme **"How Computing could be used to help Climate Change"** submitted by **Friday 22 April 2022 (International Earth Day)**, **Primary to Post-grad (p2p)** also **Open** classes, details at https://www.bcs.org/membership-and-registrations/member-communities/green-it-specialist-group/competitions/greenit-2022-student-and-open-competitions/

BCS e-learning power point competition, theme **"e-Learning for sustainability"** submission **Thursday 28 April 2022, Primary to Post-grad (p2p)** and **Open** classes, details at https://www.bcs.org/membership-and-registrations/member-communities/e-learning-specialist-group/competitions/bcs-e-learning-sg-2022-competition/

BCS Animation and Games Development Artefact (a computer game or the idea for one on a single power point slide) competition, theme **"Encouraging Sustainability"** or **"ICO Childs Code"** submission Thursday 23 June 2022, Primary to Post-grad (p2p) and Open classes, details at https://www.bcs.org/membership-and-registrations/member-communities/animation-and-games-development-specialist-group/competitions/bcs-agd-sg-artefact-2022-competition/

BCS Cybercrime Forensics poster competition, theme is "**Cybercrime Forensic Issues and Future Developments"**, submission **Wednesday 13 July 2022**, **HE (under-grad and post-grad, part or full time) and Open** classes, details at https://www.bcs.org/membership-and-registrations/member-communities/cybercrime-forensics-specialist-group/competitions/cybercrime-forensics-specialist-group-poster-competition-2022/

BCS Animation and Games Development **e-sports commentary** (1 minute), competition, submission **15 May 2022, HE and FE only classes**, details at https://www.bcs.org/membership-and-registrations/member-communities/animation-and-games-development-specialist-group/competitions/esports-commentary-competition-2022/

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 to think about renewing or reusing items that we no longer use

Every one of 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)