BCS 2024 Competitions

https://www.bcs.org/membership-and-registrations/member-communities/community-competitions/

This year there are 5 BCS 2024 competitions, organised by the BCS GreenIT, e-learning, Animation and Games Development, and 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.

Community competitions

Here you will find a list of competitions being run by our specialist groups

BCS Animation and Games Development specialist group

Theme: Esports commentary competition
Who can take part?: HE and FE students
Entries by: Friday 19 April 2024


BCS GreenIT specialist group

Theme: Invest in our planet
Who can take part?: Primary to Post-grad (p2p) students and open classes
Entries by: Monday 22 April 2024

Find out more - https://www.bcs.org/membership-and-registrations/member-communities/green-it-specialist-group/competitions/greenit-2024-competition/

BCS Cybercrime Forensics specialist group

Themes: Automated forensics using open source technologies or outcomes from a situation, full details from graeme.horsman@cranfield.ac.uk
Who can take part?: HE students and open classes
Entries by: Wednesday 1 May 2024


BCS Animation and Games Development specialist group

Theme for the artifact: AI for good
Who can take part?: Primary to Post-grad (p2p) and Open classes
Entries by: Friday 17 May 2024

BCS e-Learning specialist group

Theme: Online Learning Delivery and Impacts on a Sustainable Future

Who can take part?: Primary to Post-grad (p2p) and Open classes

Entries by: Friday 28 June 2024


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 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 danger 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.

Details of these BCS competitions
https://www.bcs.org/membership-and-registrations/member-communities/community-competitions/
also at
https://www.bcs.org/membership/member-communities/hampshire-branch/competitions/