BCS 2023 Competitions

This year there are 5 BCS 2023 competitions, organised by the BCS GreenIT, e-learning, 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.

· **BCS Cybercrime Forensics poster** competition, theme is **'Where might the next generation of Digital forensic artefacts come from?"**, submission **Friday 31 March 2023** (**World Backup Day 2023**), **HE only (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-2023/

BCS GreenIT (the idea for one on a **single** power point slide) competition, theme **"How Computing can address the Energy Crisis".** submission **Saturday 22 April 2023 (International Earth Day)**, **Primary to Post-grad (p2p) and Open** classes, details at https://www.bcs.org/membership-and-registrations/member-communities/green-it-specialist-group/competitions/greenit-2023-competition/

· **BCS Animation and Games Development e-sports commentary** (I minute), competition, submission **Friday 28 April 2023, 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-2023/

· **BCS Animation and Games Development Artefact (**a computer game or the idea for one on a single power point slide) competition, theme **"Creating Fun Meals with a Sustainable Twist". submission Friday 19 May 2023, HE and FE only classes only 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-2023-competition/

BCS e-learning (the idea for one on a **single** power point slide) competition, theme **"How e-learning and the Internet can encourage reuse".**
submission **Friday 30 June 2023**, **Primary to Post-grad (p2p) and Open** classes**,** details at https://www.bcs.org/membership-and-registrations/member-communities/hampshire-branch/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 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 also at https://www.bcs.org/membership/member-communities/hampshire-branch/competitions/