

CREATE & ANIMATE...

your own game about the FUTURE!



NATIONAL CODING COMPETITION 2014

# Create and Animate the Future

Last year we organised for the first time a national computing competition, and we were overwhelmed with the positive response by young students like you! So, this year we are organising an even bigger and better competition!

We hope that by participating you will have fun creating your own game and expressing your own ideas through Computer Science. Look around you, have a think about your future and get inspired to create the next best game around!

It's easy... let your imagination and creativity guide you!

Pick a programming language from the age appropriate category below and we will help you use these technologies to create and animate your own game – don't worry it's easy!

We thank our partners who support the competition: Holistic Institute of Technologies, Microsoft Malta and St. Martin's Institute of Higher Education.

**From the organisers:** MITA, Ministry for Education and Employment, and University of Malta.

## Categories

### How old are you?

Find your age category below and choose **one programming environment** from the options proposed:

- Primary School Category (Year 5 and 6)  
Choose **one** programming environment: Gamemaker Studio Standard, Scratch, OR Kodu
- Middle School Category (Form 1 and 2)  
Choose **one** programming environment: Gamemaker Studio Standard, Scratch, OR Google Blockly
- Upper Secondary School Category (Form 3, 4, 5)  
Choose **one** programming environment: Unity, HTML 5, OR Java Greenfoot

Ask your class or subject teacher to guide and assist you during the creation and submission process. If you need a mentor, get in touch with us and we will help you out!



## Conditions to Participate

- Team up in a group: maximum of 3 team-members;
- All team members must be from the same age category;
- Ensure that you choose a programming environment from the appropriate age category;
- When submitting the game include instructions on how to play the game and give an explanation of its goal;
- The game you create is not longer than 5 minutes (when played following instructions);
- Abide by the theme 'Design the future';
- Deadline for submitting the game is **Friday 5th December 2014** at 18:00hrs – sorry, but late submissions will not be accepted;
- Get your parent or guardian's permission to participate;
- Submissions of the game should be posted or delivered on a CD or a USB drive<sup>1</sup> to MITA<sup>2</sup>;
- At the end of the competition there will be three winning teams – one from each age category.



## How to Participate?

- You can participate through your school or through an NGO (e.g. Girl Guides, Scouts, sports team, etc);
- You will need the guidance of a school teacher or another adult mentor to create your game. If you need a mentor kindly contact us via email<sup>3</sup> on [competitions.mita@gov.mt](mailto:competitions.mita@gov.mt);
- Register your participation and intention to submit your game by emailing [competitions.mita@gov.mt](mailto:competitions.mita@gov.mt) by not later than **Wednesday 12th November 2014**.  
Include:
  - Your details (name, surname, contact number, school, and year/form);
  - Your teachers' or mentors' details (name, surname, email address, and school contact number);
  - An outline of your project.
- If you do not have the necessary equipment to create your game then you can borrow a device from us for the extent of the project only. Students will be responsible to return the devices in the same good condition they were given to them. Devices are available on a first-come first-served basis. Parents/guardians will need to sign an agreement with MITA before the devices are borrowed.

<sup>1</sup> Include a self-addressed envelope so that the USB drive can be returned to you by post.

<sup>2</sup> MITA, Gattard House, National Road, Blata l-Bajda OR MITA Data Centre, Triq il-Ferrovija, St. Venera'.

<sup>3</sup> Given that there is a limited pool of mentors these will be assigned on a first-come first-served basis.



# Judging Criteria

The entries will be judged in their respective categories.

A team of judges made up of representatives from MITA, the Computer Group within the Faculty of Education, and DQSE at MEE will review all entries and select the winners.

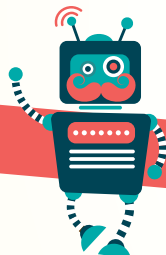


Submissions will be judged on:

1. Originality (the idea is unique and different)
2. Creativity (the team used a lot of imagination to create the content of the game)
3. Fun Factor (it was a fun experience playing the game)
4. Technical quality (evidence of logic, sequencing and problem solving skills)
5. Documentation (**for the submission to be valid**, you must include a short explanation of how the game was created, who the audience is, the topic of the game, and how to play the game)

## Fantastic Prizes!

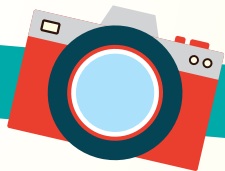
1st prize for every category, each team member will win a prize!\*



Upper Secondary School:  
**Trip abroad to an ICT organisation in Europe for team members and mentor/teacher**

Middle School:  
**LEGO Mindstorms Educational Set**

Primary School:  
**Bigshot DIY Camera Kit**



All participants will be given a certificate and a token of participation.  
All teachers and mentors will also be rewarded for their dedication.

\*Visit our website for more information on prizes.

[www.mita.gov.mt/codingcompetition](http://www.mita.gov.mt/codingcompetition)

Organised by:



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