

2nd Alice Programming Competition

The Competition

Carnegie Mellon University in Qatar (CMU-Q) is pleased to host the second Alice programming competition on February 28, 2017. In this competition, middle and secondary school students will create Alice animations in one of the following categories:

- healthy lifestyle,
- positive effects of social media,
- back to the future,
- heritage,
- war and peace,
- social responsibilities,
- video games.

During the competition, the selected teams will present their projects to the judges at CMU-Q and the best five projects will be awarded prizes.

Rules and Regulations

Teams and Submission

- Any student studying in a middle or high school in the State of Qatar is eligible to participate.
- Each school can have a maximum of five teams
- Each team can consist of a maximum of four students
- No student can be a member of more than one team
- At least one teacher/staff member is required to oversee the teams from each school
- The registration and submission link will be announced one month before the competition date
- The registration and submission deadline is February 19, 2017
- The video submission of the animation submitted should be no more than 90 seconds
- Submissions will be evaluated as specified in Evaluation Criteria
- The selected teams will be informed by February 23 that they will present in the competition, and asked to submit the Alice files before the competition date

Format of the Competition

- The competition will be on February 28, 2017 from 9 a.m. to 12:00 p.m. at CMU-Q.
- Each team will be given five minutes to present their project (three minutes for presentation and two minutes for questions).
- Judges will evaluate the animations and presentations as specified in Evaluation Criteria and the top five teams will be selected as winners.

Evaluation Criteria

Each animation will be evaluated on the following criteria:

- Animation topic is in one of the following areas:
 - healthy lifestyle,
 - positive effects of social media,
 - back to the future,
 - heritage,
 - war and peace,
 - social responsibilities,
 - video games.
- Idea is creative and embodied in an interesting way.
- Storyline delivers a clear and a purposeful message.
- Complexity of the scenario.
- Interactivity and events (use of events is not compulsory in the animations).
- Modularity: the Alice code is broken down in appropriate methods.
- Look and feel: quality of animations, smoothness of motion, e.g. a bird flies while moving its wings as it soars.
- Use of sounds, camera and motion controls.
- Film is robust, and doesn't stop or pause for any reason.
- Film is within specified duration limit.
- Presentation is logical and interesting.
- Team members produce clear, precise, and convincing explanations/answers about the animation video and the program.

Prizes

- All participants will receive certificates of participation.
- Special prizes will be awarded to top five animations.