

# technocamps

Inspiring | Creative | Fun  
Ysbrydoledig | Creadigol | Hwyl



*In a galaxy far, far away,  
teams from all over Wales  
came together for the final to find out  
who would win the battle in the.....*

# GAME OF CODES 2017

## Technocamps Game of Codes Competition 2017



Swansea University  
Prifysgol Abertawe

[i.t.wales](http://www.itwales.com)  
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South Wales  
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# Get involved with Programming

## Imagine it, Code it, Win it!

**Game of Codes is back as Technocamps pan-Wales National Programming Competition. The competition will enable interested pupils to develop their problem solving, communication and teamwork skills as well as improving their knowledge of computer programming in a fun and inventive way.**

The challenge is to **create a piece of software** using **Space** as the theme.

Your software must have an original design which could be in the form of a game, website, app, quiz or animation. Any coding language can be used to create the software e.g. Scratch, Python, Greenfoot, Visual Basic, App Inventor or HTML etc. and you can also make use of the Raspberry Pis or BBC Microbits that you may have in your school.

During the build-up to the competition, groups in your school class or your entire Technoclub can contribute to the development of your software. However, for the competition final, you will need to nominate a team of two to six people from the school who could attend the final competition and prize day. It is important that this is a mixed ability group. Unfortunately only team entries can be accepted into the competition and all team entries must provide a teacher contact and have the support of their school, before entering. Remember when creating your software, it is essential to consider the following:



- Is your software innovative? Will people want to use it? Can you access similar software on the market? What makes your software different? Why would consumers want to use your software?
- Who is your software aimed at and how will you target them? For example, if your software game is targeted to teenage girls, how will you ensure they want to use the software?
- Make your software look fun and be creative!

Team entries are made up as a written piece of work and must include a reflection on teamwork (this will be reproduced as a poster for the final).

Things to consider when putting together your written piece of work are:

- Name of the project.
- Aim of the project - Who the project is for?
- Who is in your team?
- How did you create the software (e.g. what language did you use)?
- Include evidence of your software e.g. screenshots, software file or photographs of the final product.
- Design of the project (What did it look like before you started coding? Did you have any characters? How did you decide what the project was going to achieve?)
- Reflection (How did you make decisions as a team? Discuss the team responsibility of each member of your team. What steps did you take to make the software? Did you make any changes, if so, what changes did you make? What did you learn when creating the final project?)

## How to Enter



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A team entry form (on the next page of this information leaflet) must be completed and submitted along with the entry.

All entries must be submitted via email to [gameofcodes@cardiff.ac.uk](mailto:gameofcodes@cardiff.ac.uk) with the subject line "Technocamps Game of Codes Competition" no later than 4pm on Friday 16<sup>th</sup> February 2018.

Shortlisted teams will be notified before Wednesday 21<sup>st</sup> February 2018.

Shortlisted teams will then be invited to attend the Game of Codes Competition prize day at the School of Computer Science and Informatics at Cardiff University on Wednesday 28<sup>th</sup> February 2018, where each team will be given the opportunity to showcase their entry to academics and special guest judges. The best entries will receive prizes and every team will receive a Certificate of Attendance.



**Please note: The software does not have to be complete at the time of entry but a working 'proof of concept' must be completed by finals day.**



# Team Entry Form

Your School Team Details	
Team Name:	
Team Members (2 – 6):	1. 2. 3. 4. 5. 6.
School Name & Address:	
Age Group:	
Teacher Contact: (Teacher's Name & Email Address)	
Your Project	
Name of the Project:	
Aim of the Project:	
Brief Description of the Project (max 300 words):	



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Get in touch ...



For any advice, questions or support on the Technocamps Game of Codes Competition, please feel free to contact Catherine Teehan or Stewart Powell.

### Cardiff University

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