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GAME OF CODES 2025

SUPER HEROES OF SCIENCE

Game of Codes is 10 years old!

Game of Codes is back and celebrating its 10th Birthday with the Technocamps pan-Wales National Game of Codes Programming Competition. The competition will enable interested pupils to develop their problem solving, communication, and teamwork skills while improving their knowledge of computer programming in a fun and inventive way.

Superheroes of Science

The challenge is to create a piece of software using "Superheroes of Science". You can focus on any aspect of science. Maybe your focus could be the science of superheroes or how to encourage people to get more involved with science.

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, Java, Visual Basic, App Inventor or HTML etc. and you can also make use of the Raspberry Pi or BBC micro:bits that you may have in your school.

We are accepting both team entries and individual entries. All entries must provide a teacher (or club leader/parent) contact and have the support of their school, before entering. There is no limit to the number of teams/individuals a school can enter into the competition.

Get Involved with Programming
Imagine it, Code it, Win it!

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Team Entries

During the build-up to the competition, groups in your school class, pupils from your local primary school 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.

Team Entry Requirements

Team entries are made up as a Poster presentation and cover the following:

- 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?)

Make your software look fun and be creative!

Examples and poster templates can be found here: tc1.me/game-of-codes-25

Individual Entries

Individual entries are made up as a Poster presentation and cover the following:

- Name of the project.

- Aim of the project - Who the project is for?

- 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? 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?)

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 someone 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!

Examples and poster templates can be found here: tc1.me/game-of-codes-25

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How to Enter

Submit entries no later than 5pm on Friday 14th February 2025 by completing the online form and emailing cardiff@technocamps.com a copy of the poster – either photo or upload with the project name as the subject line.

Entry Form Link
tc1.me/game-of-codes-sign-up

Shortlisted entries will be notified on Wednesday 19th February 2025 and invited to attend the Game of Codes Finals Day hosted by Cardiff University School of Computer Science at their Abacws building on Wednesday 12th March 2025, where finalists 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 and goodie bag.
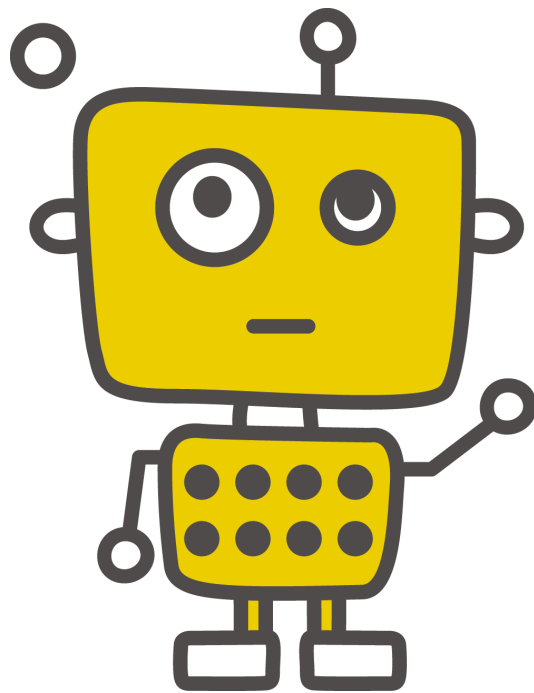
Get in Touch

For any advice, questions or support on the Technocamps Game of Codes Competition, please feel free to contact the team at:

cardiff@technocamps.com

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Good Luck!

www.technocamps.com

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CYSTADLEUAETH
GAME OF CODES 2025

ARCHARWYR GWYDDONIAETH

Penblwydd Game of Codes yn 10 mlwydd oed!

Mae Game of Codes yn ôl ac yn dathlu ei ben-blwydd yn 10 oed gyda Chystadleuaeth Rhaglennu Gêm Genedlaethol o Godau Technocamps Cymru gyfan. Bydd y gystadleuaeth yn galluogi disgyblion sydd â diddordeb i ddatblygu eu sgiliau datrys problemau, cyfathrebu, a gwaith tîm wrth wella eu gwybodaeth o raglennu cyfrifiadurol mewn ffordd hwyliog a dyfeisgar.

Archarwyr Gwyddoniaeth

Yr her yw creu darn o feddalwedd gan ddefnyddio "Archarwyr Gwyddoniaeth". Gallwch ganolbwyntio ar unrhyw agwedd ar wyddoniaeth. Efallai y gallech ganolbwyntio ar wyddoniaeth archarwyr neu sut i annog pobl i ymwneud mwy â gwyddoniaeth.

Rhaid bod gan eich meddalwedd ddyluniad gwreiddiol a allai fod ar ffurf gêm, gwefan, ap, cwis neu animeiddiad. Gellir defnyddio unrhyw iaith codio i greu'r meddalwedd e.e. Scratch, Python, Java, Visual Basic, App Inventor neu HTML ac ati a gallwch hefyd ddefnyddio'r Raspberry Pi neu'r BBC micro:bits sydd gennych yn eich ysgol.

Gallwch gystadlu fel tîm neu fel unigolyn. Rhaid i bob cais ddarparu cyswllt athro (neu arweinydd clwb/rhiant) a chael cefnogaeth eu hysgol cyn cofrestru.
Nid oes cyfyngiad ar nifer y timau/unigolion o ysgol gall gymryd rhan yn y gystadleuaeth.

Cymryd rhan mewn Rhaglennu
Dychmygwch, Codwch, Enillwch!

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Ymgeisiau Tîm

Cyn y gystadleuaeth, gall grwpiau yn eich dosbarth, disgyblion o'ch ysgol leol, neu'ch Clwb Techno cyfan gyfrannu at ddatblygiad eich meddalwedd. Fodd bynnag, ar gyfer rownd derfynol y gystadleuaeth, bydd angen i chi enwebu tîm o 2-6 o bobl o'r ysgol i fynychu'r gystadleuaeth derfynol a diwrnod y gwobrau. Rhaid i hwn fod yn grŵp gallu cymysg.

Gofynion Mynediad Tîm

Dylai timau gyflwyno poster a rhoi sylw i'r canlynol:

- Enw'r prosiect

- Nod y prosiect - Ar gyfer pwy mae e?

- Aelodau'r tîm

- Sut cafodd y feddalwedd ei chreu? (e.e. pa iaith defnyddioch chi)
- Tystiolaeth o'ch meddalwedd (e.e. sgrinluniau, ffeiliau meddalwedd neu ffotograffau o'r cynnyrch terfynol)

- Cynllun y prosiect (e.e. sut olwg oedd arno cyn i chi ddechrau codio? Oedd gennych chi unrhyw gymeriadau? Sut wnaethoch chi benderfynu beth oedd y prosiect yn mynd i'w gyflawni?)

- Myfyrdod (Sut wnaethoch chi benderfyniadau fel tîm? Beth oedd cyfrifoldeb pob aelod o'r tîm? Pa gamau wnaethoch chi eu cymryd i greu'r meddalwedd? Wnaethoch chi unrhyw newidiadau, os felly, pa newidiadau? Beth ddysgoch chi wrth greu'r prosiect terfynol?)

Gwnewch i'ch meddalwedd edrych yn hwyl a byddwch yn greadigol!

Mae enghreifftiau a thempledi poster ar gael yma: **tc1.me/game-of-codes-25**

Ymgeisiau Unigolion

Mae ymgeisiadau unigol yn cael eu gwneud fel cyflwyniad poster, ac yn cwmpasu'r canlynol:

- Enw'r prosiect

- Nod y prosiect - Ar gyfer pwy mae e?

- Sut cafodd y feddalwedd ei chreu? (e.e. pa iaith defnyddioch chi)

- Tystiolaeth o'ch meddalwedd (e.e. sgrinluniau, ffeiliau meddalwedd neu ffotograffau o'r cynnyrch terfynol)

- Cynllun y prosiect (e.e. sut olwg oedd arno cyn i chi ddechrau codio? Oedd gennych chi unrhyw gymeriadau? Sut wnaethoch chi benderfynu beth oedd y prosiect yn mynd i'w gyflawni?)

- Myfyrdod (Sut wnaethoch chi benderfyniadau? Pa gamau wnaethoch chi eu cymryd i greu'r meddalwedd? Wnaethoch chi unrhyw newidiadau, os felly, pa newidiadau? Beth ddysgoch chi wrth greu'r prosiect terfynol?)

Cofiwch wrth greu eich meddalwedd, mae'n hanfodol ystyried y canlynol:

- A yw eich meddalwedd yn arloesol? A fydd pobl eisiau ei ddefnyddio? Allwch chi gael mynediad at feddalwedd tebyg ar y farchnad? Beth sy'n gwneud eich meddalwedd yn wahanol? Pam fyddai rhywun eisiau defnyddio eich meddalwedd?

- At bwy mae eich meddalwedd wedi'i anelu a sut byddwch chi'n eu targedu? Er enghraifft, os yw eich gêm feddalwedd wedi'i thargedu at ferched yn eu harddegau, sut byddwch chi'n sicrhau eu bod am ddefnyddio'r feddalwedd?

Gwnewch i'ch meddalwedd edrych yn hwyl a byddwch yn greadigol!
Mae enghreifftiau a thempledi poster ar gael yma: tc1.me/game-of-codes-25

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Sut i Ymgeisio

Cyflwynwch gynigion erbyn 5pm dydd Gwener 14 Chwefror 2025 fan bellaf trwy lenwi'r ffurflen ar-lein ac e-bostio cardiff@technocamps.com copi o'r poster – naill ai llun neu lanlwythwch gydag enw'r prosiect fel y llinell bwnc.

Dolen Ffurflen Gais
tc1.me/game-of-codes-sign-up

Bydd ceisiadau ar y rhestr fer yn cael eu hysbysu ddydd Mercher 19 Chwefror 2025 ac yn cael eu gwahodd i fynychu Diwrnod Terfynol Gêm y Codau a gynhelir gan Ysgol Cyfrifiadureg Prifysgol Caerdydd yn eu hadeilad Abacws ddydd Mercher 12 Mawrth 2025, lle rhoddir cyfle i'r rhai sy'n cyrraedd y rownd derfynol arddangos eu mynediad i academyddion a beirniaid gwadd arbennig. Bydd y ceisiadau gorau yn derbyn gwobrau, a bydd pob tîm yn derbyn Tystysgrif Presenoldeb a bag nwyddau.
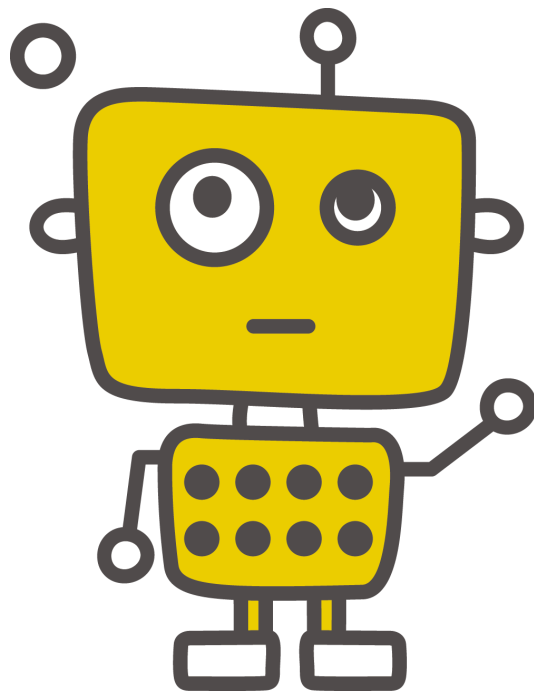
Cysylltwch

Am unrhyw gyngor, cwestiynau neu gefnogaeth ar y Technocamps Cystadleuaeth Gêm y Codau, mae croeso i chi gysylltu â'r tîm yn:

cardiff@technocamps.com

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Pob Lwc