GASTC
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Georgia Student Technology Competition

ES, MS, HS GaSTC Application

Goals

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To empower students to become skilled in the following areas:

- Technology
- Creativity and innovation
- Communication
- Confidence
- Digital citizenship
- To provide a variety of technology strands in which students can demonstrate their interests
- To challenge students to expand their depth of understanding of technology utilization.

GaSTC at FSA

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Group	Day	Time	Coaches
High School	Tuesday	3:10-3:50	Mrs.Sayli
Middle School	Monday	3:10-3:50	Mrs.Sayli
Elementary School	Friday	2:45- 3:15	Ms.Korukmez

!!! In addition to our weekly meeting time, we will occasionally have additional after school workshops prior to competitions.

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Competition

Finalists who receive first place at recognized regional technology fairs may compete at state. Competition is open to all third thru twelfth grade students residing in the state. There are fifthteen categories in the competition.

Rules

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You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping.

Grade groups:

- **3rd& 4th Grades**
- **5th& 6th Grades**
- **7th& 8th Grades**
- **9th & 10th Grades**
- **11th& 12th Grades**

!! Projects for each category must be unique and cannot be entered in more than one category.

!! Projects may consist of an individual student or a team of two students.

Students may not “switch” categories.

Tri-board displays are not allowed at the competition in any categories.

3D Modeling

This category is defined as any original artwork that had been created and can be modeled in three dimensions. Software may include, but not be limited to:

- Blender
- Zbrush
- Maya
- AutoCad
- SketchUp
- GollyGee Blocks (iOS)
- LightWave.

Animation

This category is defined as any original project that generally consists of a sequence of images of the motion of objects to create a video.Software may include, but not be limited to

- Scratch (or Scratch 2.0 Offline Editor)
- Alice
- Adobe Animate CC
- Crayola Easy Animation Studio
- Toontastic
- iFunFace
- PowToon
- Flipnote Studio 3D
- iStopMotion
- StikBot
- Plotagon | Tutorial and Sample Project

Audio Production

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This category is defined as any original audio production that has been edited/produced with digital software. Projects may include speaking, singing, music, sounds effects, and other audio components. Software may include, but are not be limited to:

- Audacity
- Garage Band
- Wavosaur
- EarSketch
- Adobe Audition

Device Modification

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This category is for devices engineered and/or modified by students to serve a specific purpose or meet a specific goal. Device and parts do not have to be new. However, the device must be *fully functional*. Some examples include, but are not limited to:

- Arduino
- Raspberry Pi
- Makey

Digital Game Design

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Digital Game Design projects should include original content, design, and rules of an interactive game.

Students may use the software program of their choice in order to demonstrate creativity, originality, organization, and interactivity.Software may include but not limited to:

- Scratch
- Hopscotch
- GameSalad Creator
- Minecraft
- Android Studio
- Tynker ,Gamemaker Studio 2

Digital Photo Production

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This category is defined as any project using a single original student photograph where digital editing tools were used to enhance/modify the image. Images containing non-original content or collages fall under the Graphic Design category.Software may include but not limited to:

- Adobe Creative Suite
- BeFunky
- GIMP
- PicMonkey
- Pixlr
- Pixelmator

Graphic Design

Projects in the category use a combination of static images and/or words into a single design to convey information or an idea with an intended effect.Digital Photography and 3D Modeling are NOT part of this category. Software may include, but not be limited to:

- Microsoft Publisher
- Crayola Color Alive
- Adobe Creative Suite
- Sketchpad
- ToonBoom

Internet Application

Projects in this category are network based applications including, but not limited to, web sites, chat rooms, forums, and blogs.Software may include, but not limited to:

- Dreamweaver
- Wordpress
- Weebly
- Cloud9
- Google Sites

Mobile Apps

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An entry in this category is an app that is specifically developed for a mobile device (phone, tablet, smart- device, etc.). This app can be developed for any operating system (Android, iOS, Windows Mobile, etc.) as long as the student has a device or simulator that can run the app on the day of the fair.Software may include, but not limited to:

- Android Studio
- MIT App Inventor
- Xcode
- Appery.io
- AppyPie

Projects designed as mobile-friendly web pages fall under the Internet Applications category.

Multimedia Application

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Projects in this category are defined as any multi-page creative presentation using any combination of media including audio, video, images, or text.

Possible software used for projects in this category include but are not limited to: **Power Point, google slides,apple keynote,microsoft sway,prezi.**

Videos fall under the Video Production category. Animated movies fall under the Animation category.

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Productivity Design

Projects in this category can be developed from various non-multimedia application programs such as desktop publishing, word processing, spreadsheets, databases or any other non-multimedia software.

Software may include, but not limited to:

- Microsoft Publisher
- Microsoft Office
- Google Docs
- Microsoft Access
- File Maker Pro

Programming Challenge

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This category is an **on-site event** in which one o two students are given a series of problems that they must solve during the two-hour competition time. Each team will be awarded points for each problem solved correctly. Programs will also be judged on **structure, design**, and **organization.**

Any questions regarding interpretation of the problems must be submitted in writing to the judges who may choose to answer or reject the question. The decisions of the judges are final.

Open ONLY to 7-12 graders. Younger students interested in programming may enter the Project Programming category.

Project Programming

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Projects in this category are **self-executing programs** created using recognizable programming languages such as **Javascript, Python,Java, C++, Pascal, LOGO, etc.** All parts of the program must be the author's own design. Programs must be identifiable in one of the three following categories:

•Computer-aided instruction or educational/learning games.

•Business or commercial applications.

•Personal applications that, with minor alterations,

could be marketed for larger commercial audiences.

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Robotics

Projects may be constructed from kits or published drawings, modified from other devices to create new applications, or constructed from the student's own concepts and designs.

All entries must be a working and functional piece of electro-mechanical hardware in which movement and intent is controlled through student created programming.

Examples of commercially available kits are **robotic “arms” or robot movers, Lego and K'Nex style building kits, Capsella, VEX, and Technics style robotics kits.** Devices controlled through direct, real time remote control by the student are NOT appropriate (ie: remote controlled cars).

Once started, the robotics project should operate as a standalone independent machine without human interaction.

Video Production

This category is defined as any original video project that has been edited on a computer with digital video editing software and exported into a digital video format. The project must be displayed for viewing on a computer.

★ Stop-motion and animation projects fall under the Animation category.

General Judging Info

All projects will be judged by the following:

- Originality—Was the entry original, creative, and imaginative in content and implementation?
- Clarity—Was the student presentation to the judge clear? (Nervousness will not count against the student)
- Documentation—Did the student receive and document all required permissions?
- Design—Does the overall design support the project purpose?

General Judging Info

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At the time of the judging, students will be required to:

- Demonstrate an understanding of the software as it relates to the project.
- Explain the various aspects of the creation of the project.
- Defend their choice of software for the project.
- Answer judges' questions about the project.

FSAPS 2020-2021 GaSTC Results

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REGIONAL

In elementary, 10 teams represented FSAPS in GaSTC regional competition:

9 of them earned first place
1 team earned second place
& 9 teams advanced to state competition!

In Middle and High School, 14 teams represented FSAPS in GaSTC regional competition:

12 of them earned first place
2 team earned second place
& 12 teams advanced to state competition!

STATE

In elementary,9 teams advanced to GaSTC State Competition.

7 of them placed in top 3.

In Middle and High School, 12 teams advanced to GaSTC State competition.

6 teams - 1st place
2 teams - 2nd place

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- GaSTC academic team fee is $150 for per year.
- All academic team fees are billed via smart Tuition.

Remember to:

- ☑ Complete online ***Application Form***
- ☑ Complete online ***Academic Teams Preference Form*** if you are applying for more than one team
- ☑ Review ***Academic Teams Policies and Procedures***
- ☑ Deadline for Application is Wednesday, August 11 at 4 PM
- ☑ If you are selected for a team, you must select that team on your club selection form.

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Gulcan Korukmez(3rd - 5th grade): gkorukmez@fultonscienceacademy.org

Aysenur Sayli (6th - 12th grade): asayli@fultonscienceacademy.org

You can find more information on this website.

https://www.gastc.org/