



CoderDojo Belfast

Code for Better competition 2015

CoderDojo Belfast and TotalMobile are proud to present their Code for Better CoderDojo competition!

The competition has a health theme and you can choose to create a game using GameMaker, a mobile app using AppInventor or a website. Submissions using other technologies are also welcome if you have a particularly good idea. Your entry must fall into one of these 3 themes:

- Healthy eating
- Exercise and fitness
- Preventing illness

Some examples for inspiration would be:

- A game in which collecting healthy food items gains points where collecting unhealthy food reduces points
- An app or website to keep track of your activity/exercise during the day and/or your calorie intake and monitor them
 - o This could be further expand to have a social aspect with link up with your friends and sharing your data and commenting/chatting/voting about it
- A game which rewards good hygiene or prevents the spread of diseases or illness by performing tasks

Your entry will be judged on the following criteria (note you don't need to meet all criteria!):

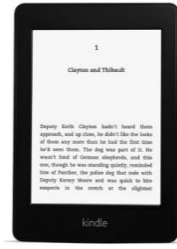
- Interactivity (which can include):
 - o Replayability/addictiveness
 - o Personalisation
 - o Is it interactive?
- Commercial appeal (which can include):
 - o Name (unique/catchy/relevant etc)
 - o Would someone buy it?
 - o Would a charity/school use it?
 - o Would your friends use it?
- Design (which can include):
 - o Ease of use
 - o Using own graphics
 - o Use of media or features
 - o Relevant look & feel
- Originality (which can include):
 - o It is unique or does something similar already exist?
- Theme (which can include):
 - o Does it fit into the theme of Code for Better Healthy Eating/Exercise &
 - o Is it educational?
 - o Is it factual? Is the info/data correct?
 - o Does the user learn from it?

TotalMobile are kindly donating the following prizes:

1st Place – Android Tablet

2nd Place – Amazon Kindle Paperwhite

3rd Place - £50 Amazon Voucher



Rules:

1. This completion is open to attendees of CoderDojo Belfast (under 16).
2. Help can be obtained for the mentors at regular CoderDojo sessions.
3. Kids can work in teams or in pairs, but first should consider how they would split the prizes should they win.
4. All entries must be submitted at or before the Dojo on 30th May 2015 – Judging will take place between then and the Award Ceremony on 6th June 2015.
5. Your entry does not necessarily need to be fully complete but should at least be partially complete and demonstrate the general concept of your idea (e.g. a few levels of a game, some of the mobile apps functionality working, some/most of the website up and running)
6. Kids name shouldn't be displayed anywhere on the game/app/website, submissions will be judged on their content anonymously
7. The top 3 prize winners will be announced at our Belt Awards Ceremony on 6th June 2015.
8. All results of the judging panel are final.
9. Final submissions may be used by TotalMobile & CoderDojo for promotional purposes.
10. All winners will be required to have their photo taken for publicity purposes.