

COMPUTER PROGRAMMING, DESIGN & WEBSITES

WEBSITES | PROGRAMMING | COMPUTER DESIGN | ELECTRONICS

For Adult, Teen & Youth Entries			
Forms Due By:	Thur.	May 24	4 pm
*At Fair Office			
Received:	Wed.	June 6	10 am to 8 pm
Corker Bldg.			
Released:	Mon.	June 18	2 to 7 pm

ADULT

AMATEURS: Those who engage in computer work as a HOBBY or for the love of the work, and who are not remunerated or engaging in this work, except for cash prizes and cash awards.

PROFESSIONAL: Those who earn the majority of their income in technology work.

WEBSITES

RULES

- The latest version of Firefox will be used as the web browser.
- All submissions MUST include printed documentation including:
 - The complete address of the website
 - The author's name
 - The purpose, function, or subject of the website (i.e. to sell art supplies; provide information on diabetes; all about me; etc.)
 - The target audience (i.e. adults, teens 13-18, children 5-8, etc.)
 - The software used to create the web page (i.e. Dreamweaver, WordPad, WordPress, etc.)
 - Prints of the home page and one second level site pages (if applicable.)
- Documentation must be mounted on poster board, no larger than 36"x48" for Adults, 18"x24" for Teen & Youth (No frames, strings, or tape).

Cash Awards Offered per Class

1 st	2 nd	3 rd
\$ 3	\$ 2	\$ 1

ENTRY FEE: \$1 PER ENTRY PER CLASS until May 24
\$3 PER ENTRY MAY 25 - 31

DIVISION 40 – PROFESSIONAL

DIVISION 41 – AMATEUR

CLASS

- Business Website
- Personal Website
- Personal Blog
- Business Blog

COMPUTER DESIGN

RULES

- Artwork on the Internet must include a complete URL. Web design will be viewed using Firefox. If a plug-in is required, the plug-in's URL MUST be included with the entry.
- Artwork not viewable via Firefox MUST be in one of the following formats (jpg, gif, tiff, eps, QuickTime, .mov, PDF, or png) or include the appropriate software and computer specifications required to view the artwork. Software must run on the most current Windows or Mac. If project is made in Premiere, After Effects or Flash, please include the native files in addition to the .mov file.
- Entries received on DVD must include only the entry(s) to be judged, the software necessary to view it and native files, if applicable. All discs must be placed in an envelope labeled with the entrant's name and address.
- All submissions MUST include printed documentation including:
 - Artist's Name
 - Title
 - Class (i.e. Photoshop Photograph, altered or Graphic Design — Postcard or Poster, etc.)
 - Software used (i.e. Photoshop, Illustrator, etc.)
 - URL (if applicable)
 - A brief description of special effects, movement, or sound for multimedia artwork
 - A printed copy of the artwork, no larger than 8"x11". (If not class 8-10.)
- Work must be family friendly. No Nude Studies will be accepted.

Cash Awards Offered per Class

1 st	2 ND	3 rd
\$ 3	\$ 2	\$ 1

ENTRY FEE: \$1 PER ENTRY PER CLASS

DIVISION 42 – PROFESSIONAL

DIVISION 43 – AMATEUR

CLASS

- Photoshop Photograph, altered
- Computer Art – Photoshop, Illustrator, Corel, etc.
- 3D Modeling – Blender, Bryce, Carrara, Solid Works, Maya, SketchUp, etc.
- Graphic Design – Postcard or Poster
- Graphic Design – Advertisement (newspaper or magazine)
- Graphic Design – Brochure or catalog
- Graphic Design – Web banner. (standard sizes only)
- Multimedia – Videos, Movement, Sound (Adobe Premiere, After Effects, Flash, etc.)
- Video Game Animation
- Animated Cartoons
- Anime

COMPUTER PROGRAMMING

RULES

- A. All submissions must be the work and property of the entrant.
- B. Program must run on the most current Windows or Mac systems (or on the most current smartphone version {android or iphone}, if applicable). Program that does not run stand-alone must be accompanied with the appropriate software.
- C. Entries received on DVD should include only the entry(s) to be judged and the software necessary to run it. The name of the entry(s) on the entry form **MUST** be the same as the entry(s) on the disc. All discs must be placed in an envelope labeled with the entrant's name and address.
- D. All submissions **MUST** include printed documentation including:
 1. The programmer's name
 2. Program name
 3. Language and software used to create the program
 4. The program's system requirements including computer or smartphone type, operating system, browser name and version, if applicable, etc.
 5. A summary of the program's function
 6. A flow chart, picture diagram, or pseudo-code depicting main program flow
 7. A printed copy or sketch of at least one screen image produced by the program (if applicable)
- E. Documentation must be mounted on poster board, no larger than 36"x48" for Adults, 18"x24" for Teen & Youth. (no frames, string, or tape).

No Cash Awards – Ribbons Only
ENTRY FEE: \$1 PER ENTRY PER CLASS

DIVISION 44 – PROFESSIONAL

DIVISION 45 – AMATEUR

CLASS

1. Original Programming (specify the programming language used)
2. Mobile Programming (iPhone or Android)
3. Web Programming (JavaScript, Ajax, etc.)
4. Interactive Programming (Flash, HTML5, etc.)

TEEN & YOUTH WEBSITES

NO ENTRY FEE until May 24
\$2 ENTRY FEE MAY 25 – 31.

RULES

- A. The latest version of Firefox will be used as the web browser.
- B. All submissions **MUST** include printed documentation including:
 1. The complete URL
 2. The author's name
 3. The purpose, function, or subject (i.e. to sell art supplies; provide information on diabetes; etc.)
 4. The target audience (i.e. adults, teens 13-18, children 5-8, etc.)
 5. The software used to create the web page (i.e. Dreamweaver, WordPad, Wordpress, etc.)
 6. Prints of the home page and at least one second level site pages (if applicable)
- C. Documentation must be mounted on poster board, no larger than 18"x24" (No frames, strings, or tape).

DIVISION 46 – TEEN WEBSITE GROUP

Websites created by a group of students, a class, school or any other group of teens

DIVISION 47 – TEEN WEBSITE INDIVIDUAL

Websites created by students in high school

DIVISION 48 – YOUTH WEBSITE GROUP

Websites created by a group of students, an entire class or school or any other group of youth

DIVISION 49 – YOUTH WEBSITE INDIVIDUAL

Websites created by students in elementary or middle school

CLASS

1. Business Website
2. Personal Website
3. Personal Blog
4. Business Blog

TEEN & YOUTH COMPUTER DESIGN

RULES

- A. Artwork on the Internet must include a complete URL. Web artwork will be viewed using The latest version of Firefox.
If a plug-in is required to view the artwork, the plug-in's URL **MUST** be included with the entry.
- B. Artwork not viewable via Firefox **MUST** be in one of the following formats (jpg, gif, tiff, QuickTime movie, .mov, PDF, or png) or include the appropriate software and computer specifications required to view the artwork. Software must run on the most current Windows or Mac systems If project is made in Premiere, After Effects or Flash, please include the native files in addition to the .mov file.
- C. Entries received on DVD must include only the entry(s) to be judged, the software necessary to view it and native files, if applicable. The name of the entry(s) on the entry form **MUST** be the same as the entry(s) on the disc. All discs must be placed in an envelope labeled with the entrant's name and address.
- D. All submissions **MUST** include printed documentation including:
 1. The artist's name
 2. The title of the artwork
 3. The class of the artwork (i.e. Photoshop Photograph, altered or Graphic Design — Postcard or Poster, etc.)
 4. The software used to create or modify the artwork (i.e. Photoshop, Illustrator, etc.)
 5. The URL (if applicable)
 7. A printed copy of the artwork, no larger than 8"x11". (Please print only two screens to show basic storyline for video or work with movement.)
 8. A brief description of special effects for multimedia artwork
- E. Documentation must be mounted on poster board, no larger than 14"x16" (No frames, string, or tape).
- F. Work must be family friendly. No nude studies will be accepted.

**DIVISION 50 – TEEN COMPUTER ART
DIVISION 51 – YOUTH COMPUTER ART
CLASS**

1. Photoshop Photograph, altered
2. Computer Art – Photoshop, Illustrator, Corel, etc.
3. 3D Modeling – Blender, Bryce, Carrara, Solid Works, Maya, SketchUp, etc.
4. Graphic Design – Postcard or Poster
5. Graphic Design – Advertisement (newspaper or magazine)
6. Graphic Design – Brochure or catalog
7. Graphic Design – Web banner. (standard sizes only)
8. Multimedia – Videos, Movement, Sound (Adobe Premiere, After Effects, Flash, etc.)
9. Video Game Animation
10. Animated Cartoons
11. Anime
12. Classroom Projects (Must involve 3 or more students)

TEEN COMPUTER PROGRAMMING

RULES

- A. All submissions must be the work and property of the entrant.
- B. Program must run on the most current Windows or Mac system (or on a Smartphone, if applicable). Program that does not run stand-alone must be accompanied with the appropriate software to make it run.
- C. Entries received on DVD should include only the entry(s) to be judged and the software necessary to run it. The name of the entry(s) on the entry form **MUST** be the same as the entry(s) on the disc. All discs must be placed in an envelope labeled with the entrant's name and address.
- D. All submissions **MUST** include printed documentation including:
 1. The programmer's name
 2. Program name
 3. Language and software used to create the program
 4. The program's system requirements including computer or smartphone type, operating system, browser name and version, if applicable, etc.
 5. A summary of the program's function
 6. A flow chart, picture diagram, or pseudo-code depicting main program flow
 7. A printed copy or sketch of at least one screen image produced by the program (if applicable)
- E. Documentation must be mounted on poster board, no larger than 18"x24" (no frames, string, or tape).

**DIVISION 52 – TEEN COMPUTER PROGRAMMING
DIVISION 53 – YOUTH COMPUTER PROGRAMMING
CLASS**

1. Original Programming (specify the programming language used)
2. Mobile Programming (iPhone or Android APPLICATION)
3. Web Programming (JavaScript, Ajax, etc.)
4. Interactive Programming (Flash, HTML5, etc.)
5. Classroom Project (must involve three or more students)

4-H COMPUTER SCIENCE

For 4-H Computer Science Entries

Forms Due By:	Wed.	May 24	4 pm
*At Fair Office			
Received:	Wed.	June 7	10 am to 8 pm
Corker Building			
Released:	Mon.	June 19	2 to 7 pm

No Cash Awards – Ribbons Only

WEBSITES

RULES

- A. The latest version of Firefox will be used as the web browser.
- B. All submissions **MUST** include printed documentation including:
 1. The URL
 2. The author's name
 3. The purpose, function, or subject of the website (i.e. to sell art supplies; provide information on diabetes; all about me; etc.)
 4. The target audience (i.e. adults, teens 13-18, children 5-8, etc.)
 5. The software used to create the web page (i.e. Dreamweaver, WordPad, Wordpress, etc.)
 6. Prints of the home page and at least one second level site pages (if applicable)
- C. Documentation must be mounted on poster board, no larger than 18"x24" (No frames, strings, or tape).

DIVISION 54 – WEBSITES

CLASS

1. Business Website
2. Personal Website
3. Personal Blog
4. Business Blog

COMPUTER DESIGN

RULES

- A. Artwork on the Internet must include a complete URL. Web artwork will be viewed using Firefox. If a plug-in is required to view the artwork, the plug-in's URL **MUST** be included with the entry.
- B. Artwork not viewable via Firefox **MUST** be in one of the following formats (jpg or jpeg, gif, tiff, eps, QuickTime movie, .mov, PDF, or png) or include the appropriate software and computer specifications required to view the artwork. Software must run on the most current Windows or Mac systems. If project is made in Premiere, After Effects or Flash, please include the native files in addition to the .mov file.
- C. Entries received on DVD must include only the entry(s) to be judged, the software necessary to view it and native files, if applicable. The name of the entry(s) on the entry form **MUST** be the same as the entry(s) on the disc. All discs must be placed in a sealed envelope also labeled with the entrant's name and address.
- D. All submissions **MUST** include printed documentation including:
 1. The artist's name
 2. The title of the artwork
 3. The class of the artwork (i.e. Photoshop Photograph, altered or Graphic Design — Postcard or Poster, etc.)

4. The software used to create or modify the artwork (i.e. Photoshop, Illustrator, etc.)
 5. The type of computer equipment used to create or modify the artwork (i.e. scanner, laser printer, type of computer, etc.)
 6. The web address of the artwork (if applicable)
 7. A printed copy of the artwork, no larger than 8"x11" (Multiple screen prints will be accepted for video or work with movement; they must still fit within the overall limit specified below. Please print only a few screens to show basic storyline)
 8. A brief description of special effects, movement, or sound for multimedia artwork
- E. Documentation must be mounted on poster board, no larger than 14"x16" (No frames, string, or tape).
- F. Work must be family friendly. No nude studies will be accepted.

DIVISION 55 – 4H COMPUTER DESIGN

CLASS

1. Photoshop Photograph, altered
2. Computer Art – Photoshop, Illustrator, Corel, etc.
3. 3D Modeling – Blender, Bryce, Carrara, Solid Works, Maya, SketchUp, etc.
4. Graphic Design – Postcard or Poster
5. Graphic Design – Advertisement (newspaper or magazine)
6. Graphic Design – Brochure or catalog
7. Graphic Design – Web banner. (standard sizes only)
8. Multimedia – Videos, Movement, Sound (Adobe Premiere, After Effects, Flash, etc.)
9. Video Game Animation
10. Animated Cartoons
11. Anime

ELECTRONICS

DIVISION 56 – GRADES 7 or 8

DIVISION 57 – GRADES 9 or 10

DIVISION 58 – GRADES 11 or 12

DIVISION 59 – ROP HIGH SCHOOL STUDENTS

DIVISION 60 – ADULT STUDENTS in ROP

DIVISION 61 – ADULT

CLASS

19. Electronics Construction (no kits) (include operating instructions, schematic diagrams, parts list, function, and name of entry)
20. Group Project – (any two or more students having collaborated on a project)