



THE COMMUNITY TECHFEST & STEM VIDEO GAME CHALLENGE



NORFOLK STATE UNIVERSITY
SATURDAY, JANUARY 21, 2012
10:00 AM – 2:00 PM



WE ARE NOW CONNECTED

Special free local training event on game theory design for middle, high, and college-age students, and educators at the Robinson Technology Center on NSU's campus to encourage local participation in the 2012 National STEM Video Game Challenge.

10:30 am-12:00 pm	Middle School Training Session (Room 206) Collegiate Training Session (Room 200)
12:30 pm -2:00 pm	High School Training Session (Room 206) Educators Training Session (Room 200)

To register: email Angie Callahan angie.callahan@whro.org with your name, the training session you wish to attend, and your email address.

You will enter the campus through gate 3 and park in lots 26 or 27. When you arrive on campus, inform the guard at the gate that you are here for the TechFest in the Robinson Technology Center and he/she will give you a temporary parking decal or otherwise direct you to public parking. Campus map: <http://www.nsu.edu/parking/map/>.

Event Details

The Community TechFest & STEM Video Game Challenge @ Norfolk State University is open to public and will feature:

- Hands on technology training and demonstrations for people of all ages
- Exhibits featuring home technology systems, IT careers, and youth careers
- Entertainment by Teens With A Purpose
- Presentations by the Norfolk Smart Mob
- PBS Kids and interactive whiteboard games
- School supplies and book giveaways
- And ... wonderful food and refreshments#



THE 2012 NATIONAL STEM VIDEO GAME CHALLENGE

WHAT

The 2012 National STEM Video Game Challenge (www.stemchallenge.org) invites game-creators to create video games that excite and educate users about science, technology, engineering and math. PBS KIDS and the Corporation for Public Broadcasting (CPB) have partnered with leading national education organizations to sponsor the 2012 National STEM Video Game Challenge.

WHEN

The contest opens November 15, 2011 and ends March 12, 2012.

WHO

The contest includes categories for middle school students, high school students, college students, and educators.

- For **middle and high school students**, the contest aims to support high-level thinking and 21st century literacy skills that go into the development of a game, as well as the process of developing games.
- For **college students**, the focus is on creating games for children in grades pre-K through 8 to teach key STEM concepts and spark an interest in the field of game development.
- For **educators**, the focus is on creating games for children in grades pre-K through 12 to teach key STEM concepts and spark an interest in the field.

New this year is a special category stream:

- **PBS KIDS Stream**—any entrant may design a video game for children ages 4-8 that uses the math framework developed as part of the Ready To Learn Initiative.

Middle and high school winners will receive AMD-based laptops, game design software packages and other educational tools. Organizations that sponsor winning youth entrants will receive educational software and cash awards. Collegiate and educator winners will receive cash prizes (www.stemchallenge.org).

HOW

Game creators can submit written concepts or use any game-making platform, including but not limited to Gamestar Mechanic, Kodu, Game Maker, or Scratch. More information about game-making platforms is available at www.stemchallenge.org/resources.

For detailed rules and information about how to submit entries, visit www.stemchallenge.org. Find resources on how to create games for young children at www.pbskids.org/stemchallenge.

WHY

The STEM Video Game Challenge first launched in 2010, inspired by President Obama's Educate to Innovate Campaign to spur interest in science, technology, engineering and math. Research studies indicate that the process of making video games catalyzes development of critical STEM skills such as systems thinking, problem solving, iterative design, and digital media literacies.

A Ready To Learn Grant from the U.S. Department of Education is enabling PBS and the Corporation for Public Broadcasting to create new learning resources for children ages 2-8, including video, interactive online games, mobile applications and interactive white-board applications. The resources are aligned with rigorous academic frameworks and national and state standards to ensure users learn key math and literacy skills. To facilitate effective use, PBS and CPB are creating tools, including a progress tracker to help parents track their child's learning and tools to enable teachers to adapt content for formal and informal learning environments.

WHO ELSE

The contest is sponsored by: Corporation for Public Broadcasting and PBS KIDS as part of the Ready To Learn Initiative, AMD Foundation, Entertainment Software Association, and Microsoft's Xbox 360. Implementing partners are: Joan Ganz Cooney Center at Sesame Workshop and E-Line Media. Outreach partners are: American Library Association, American Association of School Librarians, Boys & Girls Clubs of America, International Game Developers Association, BrainPOP, George Lucas Education Foundation, Girl Scouts of the USA, and One Economy Corporation.

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