



2016 Digital Dawg Byte Registration Form

Due October 5, 2016

Primary Contact

Name: _____
First *Last* *M.I.*

Work Phone: _____ Cell Phone: _____ Fax: _____
Ex. (555) 555-5555 *Ex. (555) 555-5555* *Ex. (555) 555-5555*

Email: _____
Ex. Jane.doe@domain.com

School

School Name: _____
Ex. Starkville High School

Address: _____
Street *City* *State* *Zip*

Attending

Please complete page 2 of the form prior to completing the table.

PARTICIPANTS	NUMBER	COST	TOTAL
Student (s)		\$20.00 ea.	
Chaperone (s)		\$20.00 ea.	
Total Amount Due:			
Total Amount Enclosed:			

Ms. Vicki Keel

Department of Instructional Systems and Workforce Development
 Digital Dawg Byte High School Technology Competition
 P.O. Box 9730
 Mississippi State, MS 39762



Chaperones

Name: _____ T-Shirt Size: _____
First Last Ex. S, M, L

Name: _____ T-Shirt Size: _____
First Last Ex. S, M, L

Name: _____ T-Shirt Size: _____
First Last Ex. S, M, L

Name: _____ T-Shirt Size: _____
First Last Ex. S, M, L

All Students participating in the Digital Dawg Byte High School Competition will be divided into four major groups (Group A, B, C, & D). Teachers are requested to assign their students into teams of three to four. If necessary, print multiple pages to assign all students in your group to teams. Please type or print legibly.

Student Team Roster

_____ *School Name*

Team One		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Two		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Three		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Four		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		



Student Team Roster

School Name _____

Team One		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Two		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Three		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Four		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team One		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		

Team Two		
#	Name (First & Last)	T-Shirt Size
1.		
2.		
3.		
4.		



Kahoot It!

Overview

The Kahoot It! competition requires students to participate in a quiz bowl competition with multiple rounds of elimination.

During the Kahoot It! sessions, students will answer questions related to technology, business education, the ISWD department, and MSU in assigned teams. Students will be engaged in a fun and competitive event while also learning about new concepts and facts.

All finalists with the highest scores from initial rounds will participate in the Grand Finale to compete for the Grand Prize!

Requirements

- ◆ Team of 3-4 students
- ◆ At least one smartphone or mobile device
- ◆ Device must be internet-ready

Penalty

Group names or activities that defame, misrepresent or contain disparaging remarks about MSU, individuals or other entities will be disqualified.

Guidelines

Before Arriving at MSU

1. Visit Kahoot.it online to learn about the website. Take a practice quiz to get a feel for how it works.
2. Review terms and facts related to technology, business education, our ISWD department, and MSU.

During the Workshop

1. Teams will participate in a quiz bowl filled with rounds of challenging questions.
2. Students will utilize their devices to register and answer Kahoot questions.
3. Teams will play using their school name and team number. (ex. StarkvilleHigh-01)
4. Winners of each round will be eligible to compete in the Grand Finale.

In the Event of a Tie

1. Tied scores will be broken by a timed BONUS question.
2. If a tie continues, it will be broken by individual teammate responses to a timed BONUS question. For example, if 3 out of 4 teammates from TEAM A answer correctly, and only 2 out of 4 teammates from TEAM B answer correctly, then TEAM A will advance to the next round.



Snap It!

Overview

The Snap It! Competition requires students to develop a 30-second creative video of their experience while at Mississippi State University and share their masterpiece on Twitter.

During the SnapIt! Workshop, students will learn how to create photo collages through Snap Collage, which will allow them to create cool images with high resolution. They will also explore a number of photo editing tricks to compile an original storyline video through Flipagram. During the campus tour, teams will collect their artifacts and create the collage. Students will be engaged in a fun and engaging competitive event while learning about MSU. A panel consisting of MSU faculty, staff, and students will judge the videos, which are not to exceed 30 seconds.

Requirements

1. Bring at least one smartphone
2. Setup Twitter account with the username (Ex. SchoolName-01)
3. Pre-Install smartphone apps Twitter, Snap Collage and Flipagram

Guidelines

Before Arriving at MSU

1. Each team must install the Twitter, Snap Collage, and Flipagram applications on one smartphone that will be used during the competition at MSU.
2. Each team must setup a Twitter username that will be used to submit their team's submission. Team name's consist of high school name and team number. (ex. SchoolName-01)

During the Workshop

1. Teams will participate in a MSU tour. During the tour, teams are expected to snap photos that will reflect their experience and journey on campus.
2. Students will use the skills they have learned to create a unique collage and 30-second video.
3. Teams will upload their submissions using their school name and team number. (Ex. SchoolName-01)
4. Submissions will be judged based on the evaluation rubric.

Rubric

Criteria	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations
Connectivity to MSU	0-1	2-3	4-5
Perception of Storyline	0-1	2-3	4-5
Creativity	0-1	2-3	4-5
Originality	0-1	2-3	4-5



App It!

Overview

The AppIt! Competition provides students with an opportunity to work in teams to create an app or a website to address a specific need of a target group of users. There are two categories for the AppIt! Competition this year: (1) App/Website Development and (2) Design Prototype. Students can choose the category in which they wish to participate.

- 1.App/Website Development: Students develop an app or website using any platform and tools.
2. Design Prototype: If time and resources are limited for developing an app or website, you can design a prototype for an app or website instead.

Steps

AppIt! Competition Categories	
App/Website Development	Design Prototype
Identify a specific need for an app or website by a target user group.	Identify a specific need for an app or website by a target user group.
Develop the app/website using any platform and/or tools.	Develop a prototype for the app or website (you can use any tools to visualize your prototype).
Prepare a tri-fold display board (48" * 36") for presentation. Make sure that you include the following:	Prepare a tri-fold display board (48" * 36") for presentation. Make sure that you include the following:
Name of the app or website	Name of the app or website
Target audience and need	Target audience and need
Access information (e.g., URL) for the app/website	Sample interface and navigation for the app or website
Sample interface and navigation	Key features of the app or website
Key features of the app or website	Prepare a brief oral presentation of app or website prototype.

On the day of the competition, each student team will display the team's tri-fold board, and give a brief presentation in front of a panel of judges. The judges will evaluate the display board, oral presentation, and the app/website or prototype based on the evaluation rubric below.

Rubric

Criteria	Needs Improvement	Meets Expectations	Exceeds Expectations
Helpfulness of the app or website	1	2	3
Interface design	1	2	3
Navigation	1	2	3
Display board design	1	2	3
Oral presentation	1	2	3



App It!

Suggestions

Suggestions of Tools and Examples

You can use any tools of your choice, but below are some suggestions just for your information:

If you want to develop a website, some tools are [Weebly](#), [Wix](#), or [WordPress](#)

If you want to develop an app, some tools are [AppyPie](#), [appinventor](#), or [PhoneGap](#)

If you want to design a prototype, some tools can be Microsoft Word or PowerPoint. Also, you can find some other tools at <https://goo.gl/Ht03jq>

For the content of the website or app, it is up to students to decide the target audience and their need that the website/app aims to address. The linked examples below, although all apps, can give you some ideas about the *content* of your website or app.

Eight mobile apps developed by high school students: <https://goo.gl/6bskQC>

L.A. teen creates app for kids bullied at lunchtime: <https://goo.gl/Cu9B07>

Contact Information

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Event Coordinator

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