

Animation & Game Dev.

Junior Category

(11 - 15 years Old)



(Safe Routes to School Games)

The Premium Supporters/Partners of STEM Festival Port Harcourt 2024



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Summary for Safe Cities: Animation & Game Development Junior Category Competition

This document outlines the competition rules for the Junior Category of the STEM Festival, focusing on the development of "Safe Routes to School Games." Participants will have 2-3 months to design, program, and test their animations or games before showcasing them at the host city of the competition, Port Harcourt, Nigeria.

Key Points:

- **Focus:** Create animations and games that educate children about safe routes to school and promote pedestrian safety.
- **Skill Level:** This category is designed for young teens, utilizing tools like Scratch to develop their projects.
- **Objectives:** Teach road safety, awareness of surroundings, and safe pedestrian practices.

Ethics Code for Teams:

- **Participation and Learning:** Prioritize learning and enjoying the process over winning.
- **Collaboration and Fun:** Encourage teamwork and fun while developing new skills.
- **Learning Impact:** winning is great, but also focus on the knowledge gained rather than the competition outcome.

Safe Cities

Junior Category (11-15 years old)

Category Focus: **Safe Routes to School Games**

Introduction:

Welcome to the Junior Category of the STEM Festival! In this category, participants are invited to create engaging animations and games that educate peers about the importance of safe routes to school. Young developers will use Scratch to develop their projects, aiming to create interactive experiences that highlight pedestrian safety and awareness.

Mission:

The mission for participants in the Junior Category is to design and develop animations or games that teach children about the safest ways to get to school. These projects should be engaging, educational, and interactive to effectively convey the message of pedestrian safety.

Tasks:

1. Animation/Game Design:

- **Create Characters and Scenes:** Design characters and various street scenes using Scratch.
- **Develop Storylines:** Craft storylines that highlight different aspects of safe routes to school, such as crossing streets safely, avoiding dangerous shortcuts, and understanding traffic signals.

2. Pedestrian Safety Scenarios:

- **Identify Safe Practices:** Develop scenarios that help users identify safe walking practices, such as using crosswalks and looking both ways before crossing the street.
- **Avoiding Hazards:** Show the importance of avoiding distractions like using phones while walking and staying aware of surroundings.

3. Community Involvement:

- **Positive Interactions:** Create scenarios promoting positive interactions with crossing guards and community helpers.
- **Safe Areas:** Highlight safe areas where children can ask for help if needed.

4. Interactive Elements:

- **User Interaction:** Incorporate interactive elements where users make choices to navigate through scenarios.
- **Feedback Mechanisms:** Provide feedback to users on their choices, highlighting the importance of pedestrian safety.

Sample Image



Design Tools/Programming Software (Your Free Choice):

✓ Design Tools:

- Scratch: Use Scratch for creating animations and interactive stories.
- Tynker: An alternative tool for designing and programming simple games.

✓ Programming Software:

- Scratch: A block-based programming language suitable for children to create animations and games.

Scoring/Earning Points:

Section 1: Animation/Game Design (25 points)

Criteria	Description	Points Awarded (Max: 25)
Creativity and Visual Appeal	Originality and attractiveness of the characters and scenes.	10
Educational Value	Effectiveness in teaching safe routes to school concepts.	10
User Engagement	Level of interactivity and engagement for users.	5

Section 2: Pedestrian Safety Scenarios (25 points)

Criteria	Description	Points Awarded (Max: 25)
Identification of Safe Practices	Clarity in depicting various safe walking practices.	10
Avoiding Hazards	Effectiveness in showing the importance of avoiding hazards and distractions.	10
User Interaction	Degree of user control and interaction with the scenarios.	5

Section 3: Community Involvement (25 points)

Criteria	Description	Points Awarded (Max: 25)
Positive Interactions	Accuracy and promotion of positive interactions with community helpers.	10
Safe Areas	Highlighting and identifying safe areas for children.	10
User Feedback	Quality of feedback provided for user choices.	5

Section 4: Interactive Elements (25 points)

Criteria	Description	Points Awarded (Max: 25)
User Control	Effectiveness of user control in the game/animation.	10
Engagement Level	Degree to which the interactive elements engage the users.	10
Response Mechanism	Quality of the feedback and response mechanisms in the project.	5

Overall Comments:

- **Judges may award bonus points** for exceptional performance, unique functionalities, or innovative solutions beyond the core requirements (up to 10 points).

Conclusion:

Participants are encouraged to prioritize creativity, educational value, and user engagement in their Safe Routes to School Games projects. Emphasizing the importance of pedestrian safety through interactive and informative animations and games will help foster a safer environment for young users.

We wish you the best of luck in creating your Safe Routes to School Games for the STEM Festival!