

Animation & Game Dev.

Senior Category

(14 - 19 years Old)



(Anti-Cyberbullying & Online Safety Games)

The Premium Supporters/Partners of STEM Festival Port Harcourt 2024



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

This document outlines the competition rules for the Senior Category of the STEM Festival, focusing on the development of "Anti-Cyberbullying and Online Safety 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 teenagers about the dangers of cyberbullying and promote online safety.
- **Skill Level:** This category is designed for high school students, utilizing more advanced tools and programming languages.
- **Objectives:** Raise awareness about cyberbullying, teach online safety practices, and promote a positive digital environment.

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 remember to focus on the knowledge gained rather than the competition outcome.

Safe Cities

Senior Category (14-19 years old)

Category Focus: **Anti-Cyberbullying & Online Safety Games**

Introduction:

Welcome to the Senior Category of the STEM Festival! In this category, participants are invited to create engaging animations and games that educate peers about the dangers of cyberbullying and promote safe online practices. High school students will use advanced tools and programming languages to develop their projects, aiming to create interactive experiences that highlight the importance of digital safety and responsible online behavior.

Mission:

The mission for participants in the Senior Category is to design and develop animations or games that teach teenagers about the dangers of cyberbullying and the importance of online safety. These projects should be engaging, educational, and interactive to effectively convey the message of creating a safer digital environment.

Tasks:

1. Animation/Game Design:

- **Create Characters and Scenes:** Design characters and various online scenarios using tools like Unity or Unreal Engine.
- **Develop Storylines:** Craft storylines that highlight different aspects of cyberbullying, online privacy, and safe internet use.

2. Cyberbullying Awareness Scenarios:

- **Identify Risks:** Develop scenarios that help users identify the risks and consequences of cyberbullying.
- **Promote Positive Behavior:** Create situations that encourage positive online interactions and demonstrate the importance of kindness and respect.

3. Online Safety Practices:

- **Safe Internet Use:** Highlight practices for safe internet use, such as strong passwords, privacy settings, and recognizing phishing attempts.
- **Digital Footprint:** Educate users about the impact of their digital footprint and how to manage it responsibly.

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 online safety.



Design Tools/Programming Software (Your Free Choice):

- **Design Tools:**
 - Unity: For creating 2D and 3D animations and interactive games.
 - Unreal Engine: For developing high-quality animations and interactive storytelling.
- **Programming Software:**
 - C#: Commonly used with Unity for game development.
 - Blueprints (Unreal Engine): Visual scripting for game logic in Unreal Engine.

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 anti-cyberbullying and online safety concepts.	10
User Engagement	Level of interactivity and engagement for users.	5

Section 2: Cyberbullying Awareness Scenarios (25 points)

Criteria	Description	Points Awarded (Max: 25)
Identification of Risks	Clarity in depicting various risks and consequences of cyberbullying.	10
Positive Behavior	Effectiveness in promoting positive online behavior and interactions.	10
User Interaction	Degree of user control and interaction with the scenarios.	5

Section 3: Online Safety Practices (25 points)

Criteria	Description	Points Awarded (Max: 25)
Safe Internet Use	Clarity and effectiveness in teaching safe internet use practices.	10
Digital Footprint	Effectiveness in educating users about managing their digital footprint.	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 Anti-Cyberbullying and Online Safety Games projects. Emphasizing the importance of digital safety through interactive and informative animations and games will help foster a safer online environment for young users.

We wish you the best of luck in creating your Anti-Cyberbullying and Online Safety Games for Port Harcourt and Nigeria!