

techgirls» movement

FOUNDATION

Techgirls Competition Terms & Conditions

Key Terminology:

“The Competition” - Techgirls (formally the Search for the Next Tech Girl Superhero) Competition.

“TGMF” - Tech Girls Movement Foundation Ltd

“The Program”- Techgirls Competition.

“Girl/Female” – Any female, or individual identifying as female, gender fluid, or nonbinary. (This is a standing definition, whenever Tech Girls Movement Foundation refers to Girl/Girls/Female this is the intended meaning). Relevant to students, mentors, judges, etc.

“Mentor” - Any female working in a STEM-related field, who has applied to work with a team during the competition. The mentor role is a voluntary role.

“Technical Mentor” - Any female or male working in a STEM-related field, who has applied to be a technical mentor. The technical mentor role is a voluntary role.

“Judge” - Anyone working in a STEM-related field who has applied to judge entries in the competition. The judge role is a voluntary role.

“Competition Entry Fee” - the fee payable to the Tech Girls Movement Foundation for each students’ participation in the competition.

“Fee Waiver” - Those students/schools that have applied for “fee-free” entry into the competition, and it has been awarded by Tech Girls Movement Foundation.

“Winners & Finalists” - Those teams awarded based on a combination of allocated scores in the judging period using the judging rubric, community impact of their app, and best fit to the criteria of the competition.

Key Dates:

Competition Launch: March 8 each year

Registration deadline: TBC each year, generally in April

Program commencement - Week 1: TBC each year, generally the last week in April each year

Submissions due - TBC, this date occurs 13 weeks after the commencement of the competition

Judging: During August

Winners and Finalists announced, and showcase events: August/September each year

The earlier you register, the more time you will have to work through the curriculum. We recommend starting as early as possible.

Late registrations:

Late registrations can be accepted, however, the TGMF does not guarantee the ability to allocate a mentor to any late registering teams.

Late registrants may have difficulty in completing the curriculum in the reduced timeframe.

Entrants:

The competition is open to female, and female-identifying students, between the ages of 7-17.

Teams:

Teams can consist of up to five female students from Australia and/or New Zealand and can be a mixture of female students from different schools and different grades.

Most teams meet at schools and are facilitated by school teachers. In some cases, parents and other community leaders step up to facilitate teams (Coaches).

As a first step, the student should see if she has friends/classmates who would be interested in forming a team. In the case that there are enough students to form at least one team at the school, the students should then look to find a teacher(s) who can volunteer to facilitate the program, and be their coach. If there is not enough interest from one school, students can also form teams from multiple schools and find parents to facilitate.

Registration Fees:

Registration fees refer to the fee payable per student to enter the Competition.

Registration fees are set by the TGMF.

Fee Waiver & Fee Waiver Application:

Fee Waiver - Any girl/school that may need help with the registration fee can complete a Fee Waiver Application.

The Fee Waiver Application - provide the TGMF with a short explanation determining how we can help you out. Only approved applications will be deemed fee-free. All applicants will be notified by return email. All approval for fee waivers is at the discretion of the TGMF.

Intellectual Property:

The ownership of all intellectual property (IP) developed through the competition remains with the teams involved in developing it. The Tech Girls Movement Foundation does not require ownership over any part of competing teams' apps or associated IP.

The Tech Girls Movement Foundation does require copies of all pitch videos and demo videos. These will be made public for promotional purposes, and as such, will become the property of the Tech Girls Movement Foundation. We recommend minimising the use of identifying information in the videos such as school uniforms and surnames.

Award/Prize Categories:

*Award categories are dependent on the number of entries received and in cases where limited numbers of entries are received, winning is not attributed to being the only entry in a category.

*Prizes are subject to sponsors and actual prizes will be allocated by the TGMF, if available.

Australian National Winners

- National Primary School
- National Secondary School

New Zealand National Winners

- Primary School
- Secondary School

Game Changer Award - This award is chosen by the TGMF as the app that will make the most impact in the community

- Primary School
- Secondary School

STEM Award - This award is chosen by the TGMF as an app that has a positive contribution to STEM as a discipline

- Primary School
- Secondary School

Australian State Winners

- Primary School
 - Eligible State/Territories dependant on entries
- Primary School Regional Category (relevant to State entries)
- Secondary School
 - Eligible State/Territories dependant on entries
- Secondary School Regional Category (relevant to State entries)

High Commendation Awards

- Primary School
 - Eligible States/Territories dependant on entries
- Secondary School
 - Eligible States/Territories dependant on entries

UN Categories for Primary & Secondary Schools

- Eligible entries as selected by the TGMF

<https://www.un.org/sustainabledevelopment/sustainable-development-goals/>

*This list is not explicit, if no entry is found worthy then the Award/Prize category may be left unallocated. Award categories are subject to change at any time.

National Winners - Invitation to attend Official Ambassador Tour of Silicon Valley:

National Winning Primary & Secondary School Teams will be invited to attend the Official Ambassador Tour of Silicon Valley, USA in August of the year following their win. Teams are responsible for funding their trip. The TGMF can help you to fundraise where possible. In our experience, it costs ~\$25k for 5 students + 1 chaperone. We invite all student team members and one chaperone (normally the team Coach) to join us on this exciting trip for a week where you will pitch your app to the top tech companies in the world.

Any other teams invited to attend the Official Ambassador Tour of Silicon Valley is at the discretion of the TGMF.

This is all subject to change year to year and is dependent on prize arrangements and international travel availability. Similar domestic tours may be arranged in lieu of international trips.

Information for Teams:

Coding Knowledge:

No prior programming experience is necessary for students or mentors. Participants learn some basic computer programming principles as they complete the course, but they don't need to become expert software developers to be able to participate.

Mentor Roles:

Students rely on their mentors not to know all of the answers, but simply to help them figure out how to find the appropriate answers. Most of our mentors are not all software engineers, they are dedicated professionals and positive role models who are eager to help young women learn new skills and build their confidence.

Mentors should not be familiarly related to a member of a team. We want teams and team members to be exposed to positive role models beyond their immediate network.

Participation Requirements:

Each team will consist of a team of up to five girls (ages 7 to 17), a safe place to meet, a laptop with an internet connection, and a smartphone or tablet. We recommend a minimum of 3 girls in a team.

Maximum Participation from Schools:

There is no maximum; every school can enter as many teams as they wish. The more, the better! As we recommend a minimum of 3 girls per team, we find that with a healthy number of students involved, the girls tend to keep each other excited and engaged during the season.

Time Commitment:

We recommend the following as a minimum time commitment for each team:

- A weekly 1-hour team meeting with your coach.
- A weekly 1-hour team meeting with your mentor.
- Weekly 2 hours minimum working on activities either as a group or individually.

Remember that some teams have spent between 80-100 hours on their competition entries, so the time spent is up to you. Time alone, however, does not make a winning entry. Our judges are looking for creativity in the problems you are trying to solve.

App Development Software:

We recommend teams use either MIT AppInventor, AppyBuilder, Thinkable, or AppLab for your app development. All of these are free, web browser-based tools. Please note that each tool has different pros and cons, so choose the platform that best suits your needs and environment. Note that MIT App Inventor is used to develop Android apps only, and Thinkable is used to develop IOS apps and cross-platform apps. AppLab does not have back end functionality, used mostly to develop the app user interface to be accessed in a web browser. Both AppInventor and Thinkable can produce fully functional prototypes and apps to be deployed on the Google Play Store or the Apple Store. Age Restrictions: Children under 13 are not permitted to use Thinkable. Children under 13 can use MIT AppInventor, AppyBuilder & AppLab as long as the account is registered by an adult and use is supervised.

Judging:

Judging is completed in accordance with the Judging Rubric. Feedback from Judging and moderation will be made available to all teams at the duration of the Competition.

All judging is moderated by the TGMF with additional judging feedback applied.

All judging decisions are final, discussions will not be entered into.

Determining Winners:

High scoring entries are not automatically deemed winners. During the judging and moderating process TGMF will look at the overall submission, whereby score and all submitted deliverables are taken into consideration. Ensuring all deliverables could be accessed, viewed and were in line with the original criteria.

All judging decisions and results are final, discussions will not be entered into.

Information for Mentors:

Having at least a baseline knowledge of how to code is helpful, but not necessary to mentor. What's most important is that mentors are willing to learn alongside the students and help them through the problem-solving process. Mentors are also provided with guidance to provide support in subject areas they may not be familiar with. We will also provide technical mentors to help teams. We want mentors to be positive role models and to inspire the girls. Mentors should not be familiarly related to a member of a team. We want teams and team members to be exposed to positive role models beyond their immediate network.

NOTE: All team mentors are female because we want girls to have access to positive female industry role models during this program. For any interested men, we invite you to join us as a technical mentor.

Working with Children Check:

If you are a Mentor located in Australia you require a valid Working with Children Check. We need to view a copy of your successful application before you can participate as a team mentor in the program. Any parent or industry Coach not linked to the Education system will also require a valid WWC check. TGMF must be provided with a copy of all valid cards.

In 2020 all New Zealand Mentors will need to undergo Police Vetting in line with best practices and the Vulnerable Children's Act.