

Canterbury DigiAwards: Coding



Please note: The bullet points outlined below are to help guide you in creating your entry and will inform the judges when marking your entry.

Area	Criteria
1. Compelling	<p>Student/s use artistic elements to create a compelling coding programme or experience that:</p> <ul style="list-style-type: none">● is detailed, creative, and interesting● is robust and reliable● Is likely to attract repeat users● reflects a clear design strategy, e.g. students worked together to develop robot programming (this can be explained further in the entry form when entering your project)● is designed for a clear purpose● has programming that is clearly written, documented, and easy to understand.
2. Technical	<p>Student/s use technical elements to make a coding programme or experience that:</p> <ul style="list-style-type: none">● is functional● has been tested and any problems have been troubleshooted (this can be explained further in the entry form when entering your project)● has clear and concise instructions● uses multi-media to add to the user experience.
3. Creativity	<p>Student/s make a creative coding programme or experience that:</p> <ul style="list-style-type: none">● is original – different from something people might normally see● is imaginative – demonstrates a variety of ideas or a novel approach● demonstrates a creative process, e.g. ways of exploring, working together, applying different techniques (this should be evident in the final product, but can otherwise be explained in the entry form when entering your project).
4. Theme development	<p>Student/s make a coding programme or experience that reflects the 2018 DigiAwards theme or a self chosen theme that:</p> <ul style="list-style-type: none">● clearly demonstrates aspects of this theme● attempts to inform others about aspects of the theme or compels them to find out more about it.