

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	Student/s use artistic elements to create a compelling computer programme or experience that: <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 process, e.g. students worked together to develop and refine programming a robot (this can be explained further in the entry form when entering your project) ● is designed for a clear purpose.
2. Technical	Student/s use technical elements to create a computer programme or experience that: <ul style="list-style-type: none"> ● is functional ● Is fit for purpose: has been tested and any problems have been troubleshooted (this can be explained further in the entry form when entering your project) ● has code that is clearly written and easy (for a person rather than a machine) to understand. ● uses multi-media to enhance the quality of the outcome and the user experience.
3. Creativity	Student/s develop a creative computer programme or experience that: <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, refining and developing, working together, testing-applying different techniques to ensure fit for purpose and successful (this should be evident in the final product, but can otherwise be explained in the entry form when entering your project).
4. Theme development	Student/s develop a computer programme or experience that reflects the 2019 DigiAwards theme or a self chosen theme that: <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.