GUIDELINES FOR TECHNOLOGY/MULTIMEDIA PROJECTS

1. **Multimedia** is the use of <u>computers</u> to present a minimum of <u>two</u> of the following forms of media: <u>text</u>, <u>graphics</u>, <u>video</u>, <u>animatio</u>n, and/or <u>sound</u> in an integrated, interactive way. The content for this category should include work from one or more of the following areas:
    *   Origin and/or science of coal
    *   Mining method(s)
    *   Transportation mode(s)
    *   Use(s) of coal
    *   Economic and/or employment impact coal has on local, state level, or both
    *   Compare/Contrast coal and natural gas <u>or</u> coal and oil as an energy source and/or the impact each has had on our region or state
    *   Computer aided, assisted or controlled technology in coal industry
    *   Future uses of coal, mining processes, and/or methods to reduce the environmental impact of mining or utilizing coal as an energy source
    *   A topic that would have significant relevance to the coal industry

2. Projects may include, but are not limited to the following suggestions as they relate to coal:
    *   Video Productions - may be in black and white or color finish, edited or "documentary" type production style. Acceptable formats are CD/DVD, or flashdrive recordable media (Labels need to provide information as to the type of player needed to view the CD/DVD, or flashdrive such as Quick Time or Real Player. Student is responsible for providing this software**). Projects involving ROBOTICS must include a demonstration of the exhibit in video format only.**
    *   Computer programs including computer-generated mine simulations (computer graphics or 3-D images of an underground or surface mine, animation is suggested)
    *   Computer-oriented problem solving analysis (may include a program on coal production, history of coal, or composition /chemistry of coal)
    *   Robotics, Hydraulics, Pneumatics
    *   Internet submissions such as You Tube and One True Media are acceptable
    *   If a model is part of the exhibit, it cannot exceed 36" in any direction, including the base or other components.

    Requirement: **K-4** (5 minutes max.); **5-8** (8 minutes max.); **9-12** (10 minutes max.)

3. A **CEDAR SWV Abstract Form must accompany the work**.
    > Number 3 on this form needs to communicate the concepts and ideas of the project clearly and explain how and/or why the student used a technology or multimedia format as a tool to present, investigate, or validate his/her research. Please observe all copyright laws. The form should be in a clear-front presentation binder.

RECOMMENDATION: Students who submit a computer project should come to the fair on the day of judging to demonstrate their program to the judges. CEDAR will provide a computer. If additional computer hardware/software is required, it will be the student's responsibility to provide. **(Demonstrations will be limited to 10 minutes). It is highly recommended that the student focus on the content of the project with the technology/multimedia facilitating and/or enhancing the learning experience. <u>CEDAR is not responsible for unlicensed use of copyright material.</u>**

SCORING SHEET
TECHNOLOGY/MULTIMEDIA

PROJECT NO. _____

	Points Available	**Points Awarded**
RELEVANCE TO COAL	20	_____
CREATIVITY Project shows originality, creativity, and enterprise Each aspect of project supports the theme	25	_____
STUDENT UNDERSTANDING Research appropriate, consistent, and balanced Variety of resources Focus, depth of understanding of medium used	25	_____
APPEARANCE Neat and well organized Project is well stated and a conclusion is reached Data arranged coherently Quality of tape/CD/DVD or computer program	15	_____
ORGANIZATION Purpose, format appropriate Use of data Within time limit	15	_____

TOTAL POINTS AWARDED   _____

REMARKS:

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CEDAR of SWV/Revised 6/1/07