Overview

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1. Competition Platform - CoSpaces
2. Competition
3. Prizes
4. Why should the students join the competition?
5. Application Method
6. Q&A

< ICE FOUNDATION >

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What is CoSpaces Edu?

- Adaptable to any age or subject

- Let kids invent, build and code their own **3D creations**/ **animation**

- Develops 21st Century learning skills

  - such as coding and collaboration

- Empower kids to become creators

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Competition - General

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Division

Primary Division
Secondary Division

Format

3 students/team

Fee

Free-of-charge

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Theme

- *Paris 2024 Summer Olympics*

- *The sports events in which **Hong Kong athletes have won medals** at the Olympics*

Can select one or multiple sports items:

Windsurfing (1996)	Table Tennis (2004, 2020)	Cycling (2012, 2020)
Swimming (2020)	Karate (2020)	Fencing (2020)

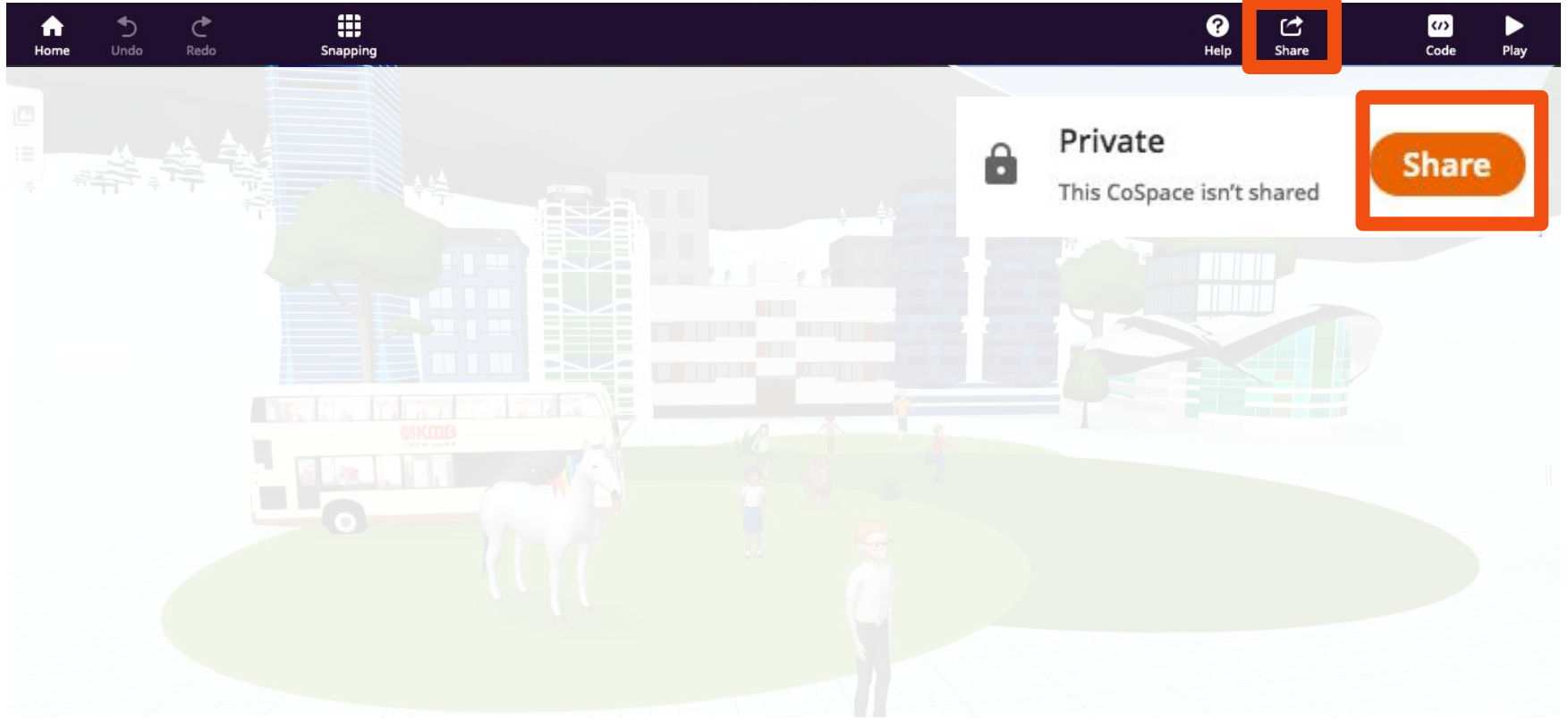< ICE FOUNDATION >

Screening Round

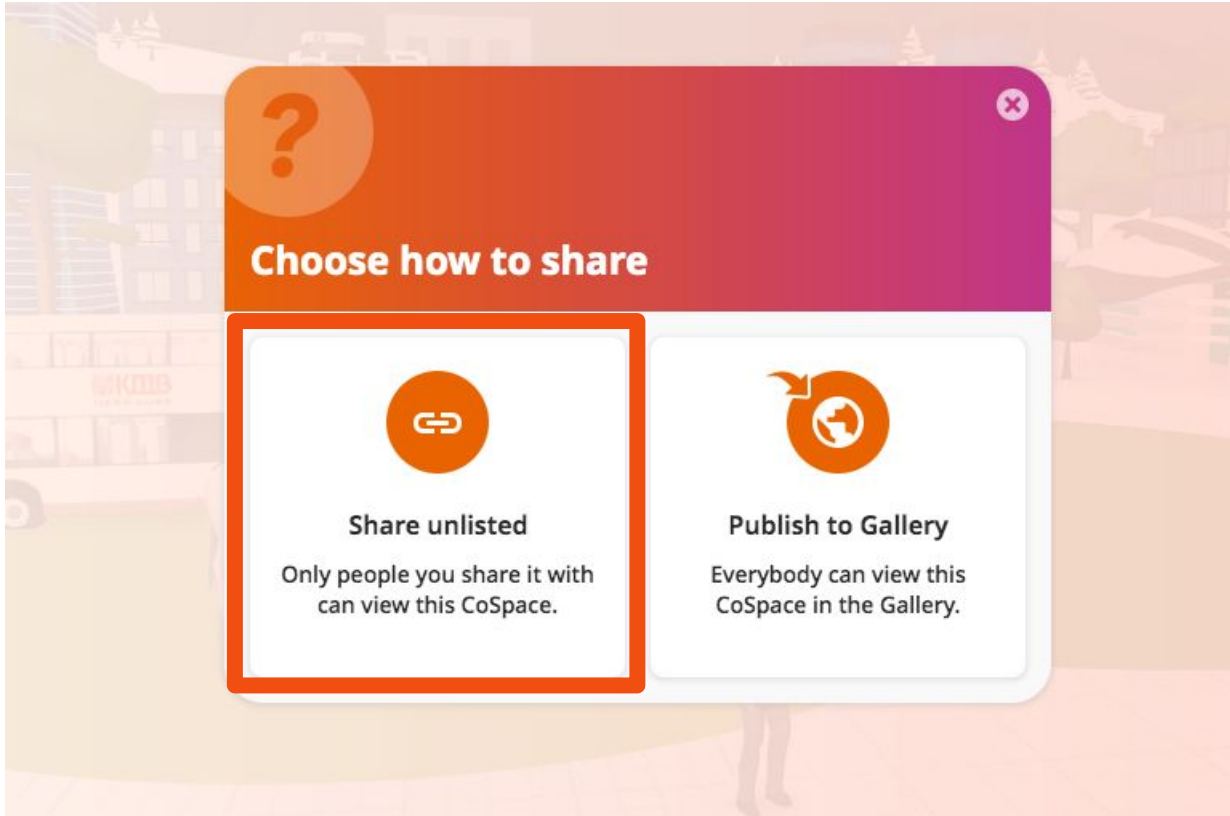Each team should submit **two links**

1st Link: AR Work

- Match the theme topic

- Contain informative content (2 or above hints)

1. Share your project

2. Click Share unlisted

Choose how to share

Share unlisted
Only people you share it with can view this CoSpace.

Publish to Gallery
Everybody can view this CoSpace in the Gallery.

3. Name your project

Format: Team#_Team Name

For example:
Team10_OlympicsGlory

****Don't use school name as team name**

4. Manage attributions

Sharing details

Name
CoSpace name

Description
What is this CoSpace about?

Privacy
🔗 Share unlisted

Remixing ⓘ
☐ Allow others to copy this CoSpace

Attributions
This CoSpace contains uploaded files. Make sure you're showing any credits required.

Manage attributions

Share unlisted

Manage attributions

Show all in CoSpace's credits ✔

📦 HSBCFBX.fbx
No attribution ☐ ✏

CAPRIKON
EDUCATION

5. Click Share unlisted

6. Copy the link

Colorful Jenga

QR code

CDP GES

Download

Share code

Share link

https://edu.cospaces.io/

Embed code

Competition - Instructions

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Screening Round

2nd Link: Team Presentation

- Duration: 3-6 minutes

- All teammates should speak up during the presentation

- **The video should showcase the integration of the AR objects with the real world**

  E.g. Swimming: use swimming pool as the background of your work

- Team that demonstrates the best performance in primary and secondary division will be

  awarded the "Best Presentation Award" respectively.

Competition - Examples

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Competition - Judging Criteria

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	Need improvements (0)	Satisfactory (1 - 3)	Good (4 - 6)	Excellent (7 - 10)
Hints	Less than 2 hints are added. The hints added do not have any variety in format or 3D assets.	2-3 hints are added. There is somewhat of variety in format and 3D assets used as hints.	4-5 hints are added. There is variety in format and 3D assets and the hints were clever and interesting.	5+ meaningful hints are added. There are a wide variety of formats and the hints engage different types of thinking which makes it interesting for the player.
Structure	The flow of the experience does not follow any logic and is irrelevant to the overall objective and solving the problem.	The flow of the experience is somewhat logical and sometimes points the user in the right direction to solve the problem. Took much longer than 5 minutes to solve it.	The flow of the experience is engaging and logical. It enabled participants to effectively solve pieces of the problem in about 5 minutes.	The flow of the experience is highly interactive and sequential in helping solve the overall problem in about 5 minutes.
Theme	The project does not follow a theme and hints are irrelevant to each other and does not have an overall objective.	The project loosely follows a theme but the items, hints and setting are not very cohesive. The overall objective is not very clear.	The project's items, hints and setting are all relevant to the theme. The overall objective is clear.	The project's items, hints and settings are meaningful to the theme and adds an immersive feeling to the project. The overall objective is very clear and accomplished.

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	Need improvements (0)	Satisfactory (1 - 3)	Good (4 - 6)	Excellent (7 - 10)
Creativity	The project shows poor creativity in design, ideas and originality	The project shows some creativity in design, ideas and originality	The project shows good creativity in design, ideas and originality.	The project showcases outstanding creativity in its design, ideas, and originality.
Completeness	Project was attempted but not complete The integration of AR objects with the real world is poor or nonexistent, resulting in a fragmented or non-immersive experience.	Project is somewhat complete The project partially integrates AR objects with the real world, but some aspects feel disconnected or disjointed.	Project is well completed but space was not utilized to the full extent or some items seem out of place The project effectively connects AR objects with the real world, providing a satisfactory level of immersion and integration.	Project is well completed and space was utilized well. It effectively harnesses and integrates augmented reality (AR) objects with the real world.
Group work	Poor communication among members. Repeated hints in the same object or rooms are found.	Members communicate with each other and are able to break down the task into different parts.	Good communication among members. They are able to break down the task into different parts. Each member picked up their own responsibility to create a smooth presentation.	Good communication among members. They are able to break down the task into different parts. Each member takes their ownership to create a fruitful presentation.

Competition - Timeline
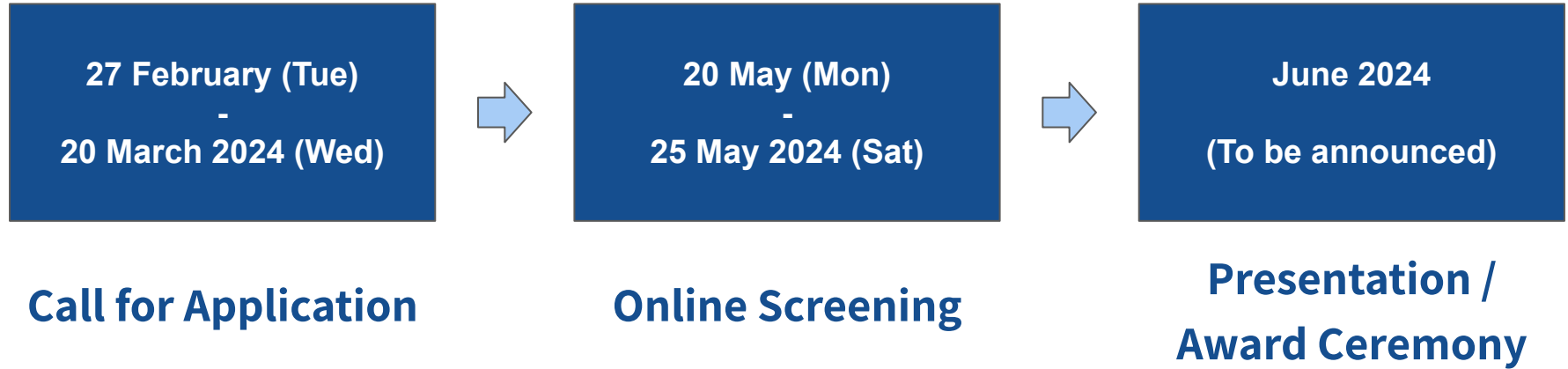
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27 February (Tue)
-
20 March 2024 (Wed)

20 May (Mon)
-
25 May 2024 (Sat)

June 2024

(To be announced)

Call for Application

Online Screening

Presentation /
Award Ceremony

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< ICE FOUNDATION >

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Prizes

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Certificate

Trophy

CoSpaces Edu Pro Full License

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Awards

Teams (Primary Division)

Award	Prizes
All Students	Certificate of Participation (**Digital** Certificate)
Champion (1)	Trophy + Printed Certificate + 4-month CoSpaces Edu Pro Licenses (each student)
1st Runner-up (1)	Trophy + Printed Certificate
2nd Runner-up (1)	Trophy + Printed Certificate
Best Presentation Award (1)	Trophy + Printed Certificate

Awards

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Teams (Secondary Division)

Award	Prizes
All Students	Certificate of Participation (**Digital** Certificate)
Champion (1)	Trophy + Printed Certificate + 4-month CoSpaces Edu Pro Licenses (each student)
1st Runner-up (1)	Trophy + Printed Certificate
2nd Runner-up (1)	Trophy + Printed Certificate
Best Presentation Award (1)	Trophy + Printed Certificate

Awards - Screening Round

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Teachers

Award	Prizes

The Most Participating Teachers Appreciation Awards
  -   **Primary Division: 5**
  -   **Secondary Division: 5**
	Trophy

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1. Competition Platform - CoSpaces
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Why should the students join the competition?

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Learn about basic and intermediate AR concepts

Winners receive certificates

Experience the atmosphere of the Olympics in advance.

Overview

< ICE FOUNDATION >

1. Competition Platform - CoSpaces
2. Competition
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Nomination Method

Nomination period:

Nomination opens NOW!

Nomination closes on **20 Mar 2024** **6:00pm (GMT+8)**

Where can I find the application form?

1. Scan the QR code on the right

2. Competition

   Website : https://icefoundation.io/home/ar-for-good-challenge/

3. Upcoming eDM from Caprikon Education

   (Whitelist: events@caprikon.education)

4. ICE Foundation's / Caprikon Education's Facebook / IG / LinkedIn Page

https://forms.gle/xZLYkqJ7Lrjx81Ju5

Nomination Form

Nomination Form

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學生提名表 | AR For Good Challenge

AR For Good Challenge 為本年度新增設的比賽，為配合2024年巴黎奧運，**這次大賽的主題為「奧運」，參加者需要以隊制形式參加，三人一組**，在CoSpaces 平台設計擴增實境遊戲，每所學校最多只能派出5隊參賽。比賽亦增設「最踴躍參與教師感謝獎」，頒予提名最多學生的首十位老師（小學組及中學組各五位）。

AR For Good Challenge 2024
報名：2024年2月27日 (二) 至 2024年3月20日 (三)
教師簡介會：2024年2月27日 (二)
比賽：2024年5月20日 (一) 至 5月25日 (六)

The AR For Good Challenge is a new competitive event established this year. To compliment the 2024 Paris Olympics, **the theme of the competition will be "Olympics". Participants must participate in teams of three** to design an augmented reality game on the CoSpaces platforms. Every school may only send out a maximum of 5 teams to participate. This competition will also feature the "Teacher's Most Participating Appreciation Award", which will be awarded to the top 10 teachers who have nominated the most students. (5 teachers from primary and secondary divisions respectively).

AR For Good Challenge 2024
Nomination：27 Feb 2024 (Tue) - 20 Mar 2024 (Wed)
Teachers' Briefing Session：27 Feb 2024 (Tue)
Competition：20 May 2024 (Mon) - 25 May 2024 (Sat)

*提醒：登記姓名將用作製作證書，請確認輸入正確
*Reminder: The name will be used for certificate production. Please confirm that your input is correct.

*提醒：電郵為比賽的主要溝通渠道，請確認為獨立電郵，並輸入正確
*Reminder: Email is the primary communication channel for the competition. Please confirm that you have provided an independent email and enter it correctly.

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Email *

Your email

學校名稱 School Name   *

*請用英文全寫 Please write in English Full Name (e.g. Ice Foundation College)

Your answer

支持機構名稱 (如有) Organization Name (If any)

Your answer

老師中文姓名 Teacher's Chinese Name *

Your answer

老師英文姓名 Teacher's English Name *

Your answer

老師職銜 Teacher's Title *

Your answer

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請問貴校有否參加香港電腦教育學會（HKACE）舉辦的Girls STEAM 計劃？Does your school enroll for the Girls STEAM program by HKACE? *

◉ 有 Yes

◯ 否 No

Next

Page 1 of 7

Clear form

隊伍一 Team 1

隊伍一名稱 Team Name *

Your answer

學生一中文姓名 Chinese Name *

Your answer

學生一英文姓名 English Name (e.g. Chan Tai Man, Peter) *

Your answer

學生一電郵 Email *

Your answer

學生二中文姓名 Chinese Name *

Your answer

學生二英文姓名 English Name (e.g. Chan Tai Man, Peter) *

Your answer

學生二電郵 Email *

Your answer

學生三中文姓名 Chinese Name *

Your answer

學生三英文姓名 English Name (e.g. Chan Tai Man, Peter) *

Your answer

學生三電郵 Email *

Your answer

Special Reminders

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1. **Nomination by school:**

   Each school can nominate up to **_5 teams_** (15 students) for **_each_** division

2. **Nomination by supporting organisation:**

   Each partnering organisation can nominate up to 5 teams (15 students) for **_each_** division

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< ICE FOUNDATION >

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@International Coding Education Foundation

Website： https://icefoundation.io/ice-challenge-2023-24/

Competition Secretariat

caprikon
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