

TECHNOLOGY PROJECT CATEGORIES

A. Models and demonstrations:

Projects entered into this category should focus on helping to explain how a particular technological innovation works. In addition to the presentation of the model or demonstration, projects should include a written rationale for why the model or demonstration is a particularly good way to explain how the chosen technology achieves its intended function. This rationale must, at the very least, address why the design of this model or demonstration is particularly effective in explaining how this technology works and why particular materials were chosen.

A couple of examples of models in technology are a model of a sewage treatment facility and a model illustrating the energy conserving design of a modern building in Beirut.

Specific judging criteria for this category:

1. Creativity of the model or demonstration: Is this a truly innovative way of explaining how the technology works? Is this a technology that is rarely understood and thereby makes a good contribution to public understanding? Projects that repeat commonly known models and demonstrations (either in terms of the design or the technology chosen) will not be evaluated well with respect to this criterion.

2. The effectiveness of the model or demonstration for explaining how the technology works: included here will be an evaluation of the rationale provided by the participant and the judge's own evaluation of effectiveness.

B. Invention:

All invention projects must present a creative design that solves a problem or achieves some desirable goal. These could be either computer-based or non-computer based.

** Computer-based*

An entry into this category needs to be a computer-based invention. Examples in this category include innovative computer-based games or educational activities. Also acceptable within this entry are inventions that apply existing computer technologies such as e-mail, graphics packages, digital cameras, and chat rooms for creative and worthwhile purposes. For example, an entry might include a description of how spreadsheets, e-mail and a chat room might be used to coordinate a joint activity involving classes in different schools.

** Not computer-based*

Creative non-computer-based inventions of any kind fall into this category. Examples include mechanical toys, a toilet that saves water, and a bendable broom that allows you to sweep in places that are hard to reach.

Specific judging criteria for this category:

1. Creativity of the idea: this is the crucial criterion for this category.

2. Utility: The invention should be useful not just a clever idea. A fun toy that would give a child a lot of pleasure counts as "useful."

3. Professionalism of implementation: The design needs to work. What good is a device based on a clever idea but never works?! The invention must work consistently and be sturdy enough to survive frequent use.