



GASTC

a project of the GA Educational Technology Consortium

Georgia Student Technology Competition

[GaSTC Application form](#)



Overview

The Georgia Student Technology Competition (GASTC) is an annual student technology competition produced by the Georgia Educational Technology Consortium. The GASTC is the one the highest level of student technology competition in Georgia with over 750 projects, representing the work of 1000+ students. They are judged at the competition each March.



Goals

To empower students to become skilled in the following areas:

- Technology
- Creativity and innovation
- Communication
- Confidence
- Digital citizenship
- To provide a variety of technology strands in which students can demonstrate their interests
- To challenge students to expand their depth of understanding of technology utilization.



Competition

Finalists who receive first place at recognized regional technology fairs may compete at state. Competition is open to all third thru twelfth grade students residing in the state. There are fifteenth categories in the competition.



Rules

You may have up to 2 people on a team but teams and individuals will compete against each other within each grade grouping.

Grade groups

- **3rd& 4th Grades**
- **5th& 6th Grades**
- **7th& 8th Grades**
- **9th & 10th Grades**
- **11th& 12th Grades**

Projects for each category must be unique and cannot be entered in more than one category. A student can only participate in a maximum of one project, excluding the Programming Challenge. Projects may consist of an individual student or a team of two students.

Students may not “switch” categories.

Tri-board displays are not allowed at the competition in any categories.



3D Modeling

This category is defined as any original artwork that had been created and can be modeled in three dimensions. Software may include, but not be limited to:

- Blender
- Zbrush
- Maya
- AutoCad
- SketchUp
- GollyGee Blocks (iOS)
- LightWave.



Animation

This category is defined as any original project that generally consists of a sequence of images of the motion of objects to create a video. Software may include, but not be limited to

- Scratch (or Scratch 2.0 Offline Editor)
- Alice
- Adobe Animate CC
- Crayola Easy Animation Studio
- Toontastic
- iFunFace
- PowToon
- Flipnote Studio 3D
- iStopMotion
- StikBot
- Plotagon | Tutorial and Sample Project



Audio Production

This category is defined as any original audio production that has been edited/produced with digital software. Projects may include speaking, singing, music, sounds effects, and other audio components. Software may include, but are not be limited to:

- Audacity
- Garage Band
- Wavosaur
- EarSketch
- Adobe Audition



Device Modification

This category is for devices engineered and/or modified by students to serve a specific purpose or meet a specific goal. Device and parts do not have to be new. However, the device must be *fully functional*. Some examples include, but are not limited to:

- Arduino
- Raspberry Pi
- Makey



Digital Game Design

Digital Game Design projects should include original content, design, and rules of an interactive game.

Students may use the software program of their choice in order to demonstrate creativity, originality, organization, and interactivity. Software may include but not limited to:

- Scratch
- Hopscotch
- GameSalad Creator
- Minecraft
- Android Studio
- Tynker ,Gamemaker Studio 2



Digital Photo Production

This category is defined as any project using a single original student photograph where digital editing tools were used to enhance/modify the image. Images containing non-original content or collages fall under the Graphic Design category. Software may include but not limited to:

- Adobe Creative Suite
- BeFunky
- GIMP
- PicMonkey
- Pixlr
- Pixelmator



Graphic Design

Projects in the category use a combination of static images and/or words into a single design to convey information or an idea with an intended effect. Digital Photography and 3D Modeling are NOT part of this category. Software may include, but not be limited to:

- Microsoft Publisher
- Crayola Color Alive
- Adobe Creative Suite
- Sketchpad
- ToonBoom



Internet Application

Projects in this category are network based applications including, but not limited to, web sites, chat rooms, forums, and blogs. Software may include, but not limited to:

- Dreamweaver
- Wordpress
- Weebly
- Cloud9
- Google Sites



Mobile Apps

An entry in this category is an app that is specifically developed for a mobile device (phone, tablet, smart- device, etc.). This app can be developed for any operating system (Android, iOS, Windows Mobile, etc.) as long as the student has a device or simulator that can run the app on the day of the fair. Software may include, but not limited to:

- Android Studio
- MIT App Inventor
- Xcode
- Appery.io
- AppyPie

Projects designed as mobile-friendly web pages fall under the [Internet Applications](#) category.



Multimedia Application

Projects in this category are defined as any multi-page creative presentation using any combination of media including audio, video, images, or text.

Possible software used for projects in this category include but are not limited to: **Power Point, google slides, apple keynote, microsoft sway, prezi.**

Videos fall under the [Video Production](#) category. Animated movies fall under the [Animation](#) category.



Productivity Design

Projects in this category can be developed from various non-multimedia application programs such as desktop publishing, word processing, spreadsheets, databases or any other non-multimedia software.

Software may include, but not limited to:

- Microsoft Publisher
- Microsoft Office
- Google Docs
- Microsoft Access
- File Maker Pro



Programming Challenge

This category is an **on-site event** in which one or two students are given a series of problems that they must solve during the two-hour competition time. Each team will be awarded points for each problem solved correctly. Programs will also be judged on **structure, design, and organization**.

Any questions regarding interpretation of the problems must be submitted in writing to the judges who may choose to answer or reject the question. The decisions of the judges are final.

Open **ONLY** to 7-12 graders. Younger students interested in programming may enter the Project Programming category.



Project Programming

Projects in this category are **self-executing programs** created using recognizable programming languages such as **BASIC, C++, Pascal, LOGO, etc.** All parts of the program must be the author's own design. Programs must be identifiable in one of the three following categories:

- Computer-aided instruction or educational/learning games.
- Business or commercial applications.
- Personal applications that, with minor alterations, could be marketed for larger commercial audiences.



Robotics

Projects may be constructed from kits or published drawings, modified from other devices to create new applications, or constructed from the student's own concepts and designs.

All entries must be a working and functional piece of electro-mechanical hardware in which movement and intent is controlled through student created programming.

Examples of commercially available kits are **robotic “arms” or robot movers, Lego and K'Nex style building kits, Capsella, VEX, and Technics style robotics kits**. Devices controlled through direct, real time remote control by the student are NOT appropriate (ie: remote controlled cars).

Once started, the robotics project should operate as a standalone independent machine without human interaction.



Video Production

This category is defined as any original video project that has been edited on a computer with digital video editing software and exported into a digital video format. The project must be displayed for viewing on a computer.

- ★ Stop-motion and animation projects fall under the Animation category.



General Judging Info

All projects will be judged by the following:

- Originality—Was the entry original, creative, and imaginative in content and implementation?
- Clarity—Was the student presentation to the judge clear? (Nervousness will not count against the student)
- Documentation—Did the student receive and document all required permissions?
- Appropriateness—Was the technology/software used appropriately matched?
- Design—Does the overall design support the project purpose?



General Judging Info

At the time of the judging, students will be required to:

- Demonstrate an understanding of the software as it relates to the project.
- Explain the various aspects of the creation of the project.
- Defend their choice of software for the project.
- Answer judges' questions about the project.



Group

Day

Time

Teacher

High School

Tuesday

Club

Mrs.Sayli

Middle School

Monday

Club

Mrs.Sayli

Elementary School

Friday

4:00- 4:30

Ms.Korukmez



- GaSTC academic team fee is \$150 for per year.
- All academic team fees are billed via smart Tuition.



Important Dates

Location	Date
Virtual Regional Competition	TBD
Virtual State Competition	TBD



Remember to:

- ✓ Complete online ***Application Form***
- ✓ Complete online ***Academic Teams Preference Form*** if you are applying for more than one team
- ✓ Review ***Academic Teams Policies and Procedures***
- ✓ **Deadline** for Application is **Wednesday, August 12** at 4 PM
- ✓ Team rosters are announced **Monday, August 17**
- ✓ If you are selected for a team, you must select that team on your club selection form.



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