

CONTEST PARAMETERS and LOGISTICS FOR THE ARCHITECTURAL OLYMPIAD—3/24

MARK YOUR CALENDARS...Get the buses ready!
Final Event: 8:30 AM to 1:30 PM Friday, March 24, 2016
Vermont Technical College, Judd Hall, Randolph VT

What to Bring (required):

Your team—no more than 10 (ten) students per team (as per the original instructions). Schools may not have more than one team, if that is the case, we suggest having a local competition to choose one team to represent your school at the State level competition. If multiple teams from one school show up on competition day, they will be judged as one team.

- A computer and a monitor to present your work—presentations will be “table-top” format. You will have a portion of an 8’ table so plan on a monitor adequately sized to fit on that size table;
- SketchUP drawings, diagrams, any paper materials that could be reviewed as judges are standing there asking you questions.
- A sign or banner to signify your team name, school, 3D structure, and town for your table (see details on page two of this document);
- **IMPORTANT:** Your **2 copies** of your 3D Models, PRINTED and labelled with the QR codes (affixed to the bottom of the model)—ready to be placed on our large map. (One will be left with organizers).

Optional & Helpful Items to Bring (they will not be supplied by the organizers) :

- Tablecloth or other decorations for your table space;
- Other computers to show in “kiosk” format videos and other materials from your process;
- Cameras to video tape the event or portions of;
- Markers, tape, HDMI cables, other relevant cables, power cords, extension cords, power strips;
- Flash drives if you need them, back-up copies of your presentations.

Consider ANY and ALL contingencies at the event. Bring things to make your presentation work. The organizers will NOT BE SUPPLYING ANY consumable materials, cords, power strips, etc.

Lunch:

IMPORTANT: Any guests/chaperones/parents attending will be asked to purchase lunch in the cafeteria. Lunch will be provided to the students that attend and that lunch will serve in the exhibit hall. The event budget is limited on food. Our priority is to feed the students first.

Upon arrival:

- Park busses, transportation in parking lots at VTC
- Proceed to Judd Hall gymnasium
- Begin assembling your presentation for review by judges, general public

The Schedule:

8:30-9:00 AM-

- Group places model on large VT floor map
- Group organizes their table top presentation on designated table
- Group prepares to meet judging teams in order an order to be determined that day.
- Each team should prepare a kiosk-type digital presentation that can be cycling building/town histories and process of your project. Best is a combination that allows visuals to be backed up by members of the team talking and discussing the various point. This should include photos and software work that led to the final models displayed in Randolph. Teams should limit the kiosk-mode presentation as much as possible to visuals and short talking points. This slide show can then be cycling and running so that visitors and guests can see some of the activities teams undertook. The table decorations, display, etc. may be set up in any fashion the team may wish. Handouts with other town/building history information are allowable as well.
- Students should coordinate a cycle of student activity so that guests can move between map models and table displays and have interpretations by students at either site while judging is going on.

9:00 AM—Welcome and opening

9:15 AM--- Opening remarks from selected invited individuals, including Rebecca Holcombe, Secretary of Education (confirmed).

9:30 AM—Presentations to judges begin--- cycling throughout the morning

12:00 Noon—lunch is served--- Award announcements during lunch

1:00—Take down of table tops

1:30— Photo opps for teams with members of press

1:30 on—Busses, transportation departing—don't forget ALL of your stuff. NOTE: Be sure to leave one **LABELED** model with organizers.

The Display Table:

Students should:

- Display their models
- Interpret their town/building histories for invited guests
- On the Vermont map, each team should arrange/display their models by determining the site of their town in relation to map landmarks
- For your presentation tables: Display the Name of the Town in a banner/poster measuring roughly poster board size: 2.5 ft. x 3 ft.
Include Name of Town, Name of Team, Charter date of town, scale of your models, and a team logo if you wish. *The name of the town should be in the largest letters.*
The banner/poster can be in color or b/w—team choice
- Models should be of a standard scale that has been determined by the organizers. Scale standards have been determined: Minimum footprint 10 sq. in. Those not adhering to the size standards **WILL LOSE POINTS**. For questions, refer to Mike Hathorn

The Presentation & Judging:

Presentations will take place at the tables. A judging schedule will be determined when all teams have arrived. Teams should plan on presenting in 3-7 minutes. Judges will be present and members of the public and guests will be invited to listen to the presentations as well.

Presentations should focus on three aspects of the project:

- A brief historical synopsis of the model(s)
- A brief description of how the team worked together to complete the project.
- A description of the process from CAD software diagrams to 3D models.

Each team will be expected to present as a team about their project. The presentations will be no longer than 3-5 minutes. Teams will be stopped at the 5 minute mark. Questions, etc. can be addressed at team tables after each team has presented.

Other aspects of the judging will take place in the following manner:

- Table displays should have clear information about:
 - How the team captured an accurate architectural record of the building(s)

- A chronology of events that led to the final project—detailing what team members did when (in brief format) and how the team decided on their particular subject as worthy of further exploration.
- Documentation that makes clear to judges the specific details of the project and history that the group discovered in the process of this project. Here is a good place to help judges understand the depth of research:
 - Did you interview people to learn more?
 - Did you visit the site inside and out?
 - What research did you do on any architectural details?
 - What did you learn from research about the changes made over time to the structure?
 - What various activities took place in some of your models?

The Prizes:

After all teams have been judged, and the judges have had a short time to confer, there will be the announcement of all winners in the competition:

- High School teams will have a First and Second Place
- There will be one overall Middle school prize
- We anticipate other smaller prizes may be available for teams
- Begun in 2016, we will also have a People's Choice Award based on votes within the hall.

Winning teams will take their prizes at the end of the event. NOTE: Please make sure your teams are all photographed by the event organizers before leaving for the day.

There is also a further opportunity offered here:

If your school or representatives from your school are attending Dynamic Landscapes in late May, there will be a smaller 3D Vermont map in attendance there. We would encourage schools to visit the exhibit and talk about their models if they wish to.

Judging Criteria/Rubrics:

Historical Context: 40%	Excellent	Good	Fair	Needs Improve
Research is clear and present in demonstration/presentation --Presentation and discussion together show clearly that research was applied --It is clear to reviewers that primary and secondary resources were used in their research				
Analysis and interpretation of historical record is apparent --Origins of building site, building, and key dates --Model/building evolution over time is clear --Architectural nuances/details over time are described, and studied				
3D model is placed in the historical context of town --Has the building's significance to the town been demonstrated by students? --What role does building play in the town over time?				
This place matters --Why is this building important to the students? -- Why was this building chosen? -- What does this building mean to the town?				
Comments:				

Presentation: 30%	Excellent	Good	Fair	Needs Improve
This takes into account a table top presentation as well as a verbal presentation with visuals to judges.				
All team members have/had a role in the project --Brief introduction of team members and their role --Leadership, roles are assigned, each team member shows clear application to the project				
Presentation is clear and structured well --Judges leave with sense of building chronology and its historical relevance				
Cohesion between the process of model making and presentation is clear --Organization is apparent in the way the project was carried out				
Quality of display --Interpretive nature of table display is well thought out, organized and clear to judges --Models have QR codes affixed to bottom of each				
Comments:				

3D Model(s) 30%	Excellent	Good	Fair	Needs Improve
The design process is shown in a detailed 3d printed model which is an accurate visual representation of the real building in the following ways.				
--The architecture details are clear(enhanced if necessary to be visible in the scaled 3D print, such as columns, railings, roof overhangs, door and window indents, etc...)				
--The major structural dimensions are proportionate (i.e. footprint and roof)				
--All printed models within the town are printed within the required scale parameters: Minimum footprint of 10 sq.in.				
--Team presents digital file cleanly rendered and photo-realistic				

Note: The 3D Vermont competition does not limit CAD software use to any one brand or type.