



## **“Make What's Next” Video Competition**

- LEVEL:** Middle School and High School
- TYPE OF CONTEST:** Team
- COMPOSITION OF TEAM:** 3-4 students per team; teams are school-site based  
Students may only participate on one team
- NUMBER OF TEAMS:** Schools must have at least 4 teams for competition to take place
- OVERVIEW:** The MESA “Make What’s Next” Video Competition is designed to encourage students to develop their own innovation based on a STEM branch. Students are to create an innovation that will bring improvements to their community, i.e.; school, neighborhood, county, or even State. Students are to create and produce a 1 minute commercial selling their product and will give an oral presentation on the benefit their innovation will bring to their community. Students are encouraged to be as creative as possible in the presentation, adhering to the following guidelines:
- OBJECTIVES:** Students will be able to identify an issue within their community and find a solution by designing an innovational idea. Students will be able to invent a prototype of their innovational idea.  
Students will be able to produce a video presentation that will showcase their innovative invention that benefits their community.
- MATERIALS:** The Team will provide the following:  
Visual Material (Aid) and/or literature  
Computer/Projector for Video Presentation  
MESA will provide students with the same materials that are utilized for MESA Day projects. Students are free to be as creative as they’d like and add other materials to their project. Monies spent by students will not be reimbursed by MESA.

## **RULES:**

1. Teams **must** complete the following:
  - a. 1 minute video
  - b. Oral Presentation
  - c. Prototype Model
  - d. Brochure
2. **The video:**
  - a. Teams will create a 1 minute video promoting their innovation. The innovation presented on the video must be recognized to make a solid contribution to society. The intent of the video is to “sell” the product/innovation.
  - b. Only 1 video may be submitted per team.
  - c. Video cannot exceed 1 minute.
  - d. Students may be as creative as they want with the production of their video.
  - e. Content must include a summary of what their innovation is, who their innovation is for, and the purpose of it.
  - f. Students may use any video editing program they would like. Ex. Windows Movie Maker, iMovie, etc.
3. **Oral presentation:**
  - a. The oral presentation will be an in-depth look at the innovation the team has created.
  - b. Team members must cover the following sections in their oral presentation:
    - i. **Overview of the Innovation:** What is the need for the innovation? Why did your team decide to create this? How does it work?
    - ii. **STEM Branch:** Which area of STEM is your innovation based on? Were there any other STEM concepts involved in the building of your innovation?
    - iii. **Barriers & Solutions:** What were the main challenges during the development of your innovation? How did you work through these challenges? How were you able to overcome the challenges?
    - iv. **Benefit of the Innovation to Society or Community:** What is the purpose of it? Overall, what are some of the benefits society will reap from this innovation?
4. **Brochure:**
  - a. Along with a prototype, students must turn in a brochure of their innovation. The brochure must prominently display the name of the innovation, cover key features of the innovation, and must include any resources or links to existing literature that supports your innovation.
5. **Prototype Model:**
  - a. There are no size restrictions to the prototype model.
  - b. Students are free to use materials they'd like. The MESA center will provide students with materials utilized for MESA Day projects upon student request. Students are responsible for purchasing extra materials they wish to use but MESA cannot provide. Money spent on additional materials will not be reimbursed by MESA.
6. The innovation must be focused on one of the STEM fields; Science, Technology, Engineering, or Math.

7. Teams will present the information to other participants and to judges.
8. Team members will become knowledgeable about their chosen STEM branch and concepts so that they will clearly communicate to others valued information regarding the innovation, its components and benefit to society.
9. Team members will be able to effectively and succinctly answer questions about their selected engineering innovation. Students may refer to notes/visual aids, but may not read entire information from those sources.
10. Each member of the team will actively and equally participate in the oral presentation.
11. Teams must be registered by **April 13, 2017**.

**Judging:**

1. This is a school based competition only. 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place will be selected from every participating school site.
2. Teams are responsible for setting up their video the day of competition.
3. During the oral presentation portion of the competition, teams will have a period of 5 minutes to conduct their presentation. After the presentation, judges will ask questions. Teams should be prepared to be evaluated.
4. Teams will be evaluated on the criteria on the attached rubric. The Scoring Criteria consists of a rubric that includes areas pertaining to the overall team presentation: Video Content and Creativity, as well as their Oral Performance and Brochure.
5. In the event of a tie, Teams will be invited back by the judges and draw a question randomly. Teams will have 2 minutes to address the question.

**Awards: 1<sup>st</sup> Place Video from every school site will be featured on our website.**

**Medals will be awarded for 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> Place.**

**Attachments:**            Scoring Criteria



<b>TEAM MEMBERS</b>			
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## STEM Innovations Video Competition Scoring Criteria

VIDEO	Excellent 5	Good 4	Average 3	Fair 2	Poor 1	Missing 0				
Innovation: Team clearly addresses what their innovation is, who their innovation is for and the purpose it serves.							Innovation/ Engineering Branch:			
Creativity: Creative use of audio-visual-tactile material. Information presented/displayed in a creative way										
Informative: Information presented provides audience with effective overview of highlighted areas										
Comprehensiveness: Provides in depth, concise, unique, and understandable information. Team provided enough information about each topic.										
<b>ORAL PRESENTATION</b>										
Introduction: Team members introduced themselves in a professional manner										
Content: Information communicated in a concise, effective manner. Stayed focused on topics. Sufficiently explains areas.										
Balance: Each team member contributed to the discussion and oral presentation										
Pace: Skillful use of appropriate pauses and timing										
Visual Aid/References: Effectively utilized visual aids/materials in presenting information										
Reference: Effectively referred to different resources										
Flow: Moves smoothly from point to point										
Attention/Engaging: Presentation captures audience from beginning to end. Conveys genuine interest in topic, engages with audience, avoids use of "um, like, and "you know" when speaking										
Voice: All voices heard and clearly understood										
Demeanor: All appearances highly suited for the event, evident polish of performance										
Eye contact: Maintained eye contact when speaking with audience/judges/prospects										
Body language: Proper stance, confident, not fidgeting, hand shake										
<b>BROCHURE</b>										
Information: Name of innovation is clearly displayed and covers key features of the innovation. Resources and other information is also included in the brochure.										
Appearance: Team provided a neat and easy to follow brochure.										
<b>Sub-Total</b>									<b>TOTAL</b>	<b>RANK</b>

All team members must contribute to the oral presentation; otherwise points will be deducted.