

Computer Programs (Games and Simulations)

Section Coordinators: Mark Williams & Anne-Marie Williams

Many keen and excited students with innovative and interesting entries ensured judging day, at MLC, got off to a lively and enlightened start. The judges enjoyed a great variety in the ideas and concepts presented and were pleased to see so many students presenting Science in so many different ways. The variety in software from interactive webs, Unity through Python and VB.Net to GameMaker, and for the younger entrants, Scratch and animations using PowerPoint, was excellent.

The discussion of science, particularly droids, drones and bots was encouraging and the perceptivity and inventiveness of the students was remarkable and inspiring, as always. Particular mention goes to the many who prepared their presentations to be able to clearly explain both scientific detail and programming methods. The combination of science learning with technologically sophisticated methods is effective for now and augers well for endeavour in the future.

Thanks to MLC for providing a friendly and well suited venue, to Janice at STS for her organisation, to the judges for their illustrious assistance and to the students for furthering the cause and path of science.