

Computer Programs (Games and Simulations)

STS Section Coordinators: Blair Odom & Joseph Ghaly

Judging Day 2017 was an opportunity for many excited students to bring their entries before an official Science Talent Search Judge in order to explain the processes they went through to create their entry for the competition. There were numerous submissions, covering a nice selection of software and science topics, as well as the entire range of divisions – from Lower Primary right up through to the Open Division. The judges thoroughly enjoyed meeting with the students. They had the challenging task of assessing each project against the criteria of the competition in order to determine bursary winners. In the end, we were able to celebrate each student's entry and celebrate individual successes, while identifying a number of entries as being worthy of high praise.

Judges noted with enthusiasm that many of the entries had a high level of sophistication in both computer programming skills and scientific understanding. Given that this competition is, above all else, a science competition, it was pleasing to see that students endeavoured to become experts in an area of scientific focus, rather than merely concentrating on creating a computer program. Well done to these students in particular.

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