

創意編程設計大賽

Creative Coder

Competition



主辦機構 Organizer:



香港青年協會
the hongkong federation of youth groups

贊助機構 Sponsors:



創新科技署
Innovation and
Technology Commission





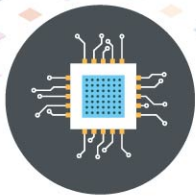
簡介 | Introduction

以配合STEM教育發展，引起年青人對編程及作品設計的興趣，香港青年協會為全港中小學及青年人舉辦「創意編程設計大賽」，以編程激發無限創意。

大賽能增進參加者對編程的認識，讓他們更深入了解各款部件背後的運作原理。隊伍亦能透過設計及組裝模型的過程中，提昇其創意思維及解難能力。

To facilitate the promotion of STEM education and to stimulate young people's interest in coding, The Hong Kong Federation of Youth Groups is organizing the 'Creative Coder Competition (CCC)' for all local primary and secondary schools as well as all Hong Kong youngsters, stimulating their creativity via coding skills.

Through CCC, participants will be equipped with the necessary coding knowledge and understand better the operating principles behind different components. Their creative thinking skills and problem-solving ability will also be enhanced accordingly.



賽事形式 | Format of the Competition

賽事採用隊際形式，每間學校可派最多3支隊伍參賽(第1及第2支隊伍優先參賽)。每支隊伍由2至5名學生及1-2名教練組成。隊伍可選擇用廣東話或英語作賽。

比賽共設三個組別:

A組別：19歲或以下(就讀中四至中六之學生)

B組別：17歲或以下(就讀小四至小六或中一至中三之學生)

C組別：13歲或以下(就讀小四至小六之學生)

比賽分兩部份進行，包括**裝置模型評審**及**任務挑戰項目**。

This is a team-based Competition opened for all local primary and secondary schools. Each school may send up to 3 teams to the Competition (first 2 teams are prior to enter to the competition). Each team may have 2 to 5 team members and 1-2 team instructors. Teams may use either Cantonese or English to compete in the Competition.

Teams participate in the Competition according to their grades and age groups:

Division A: aged 19 or below (Secondary 4 to Secondary 6)

Division B: aged 17 or below (Primary 4 to Primary 6, or Secondary 1 to Secondary 3)

Division C: aged 13 or below (Primary 4 to Primary 6)

The Competition consists of two parts: **Installation Design (ID) & Mission Encounter (ME)**.





裝置模型評審 | Installation Design (ID)

參賽隊伍就秘書處每年公佈的主題，設計一個別出心裁的裝置模型，於大賽當日展示作品，在有限的時間內，以創新方法向評審講解作品。

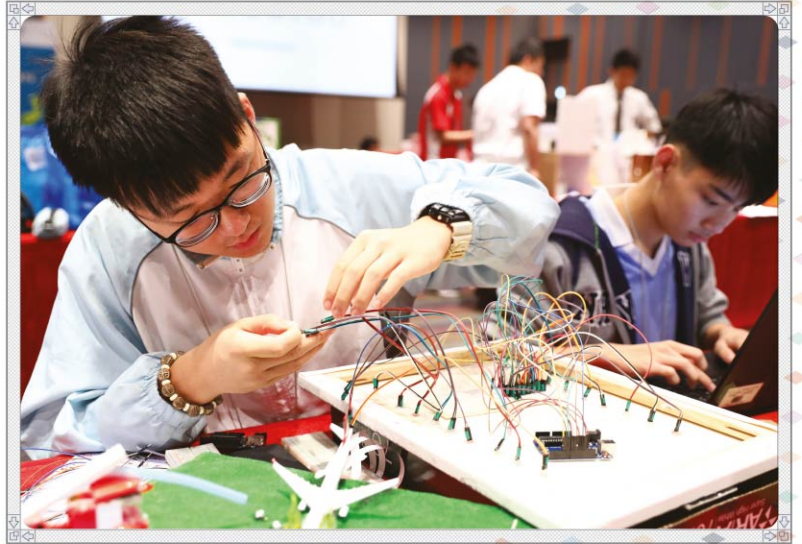
- 各組別需使用不同的微控制器設計作品：

A&B組別	Arduino
C組別	micro:bit

Teams will design and build an innovative installation model with reference to the theme and requirements of the year. Teams work on their one of a kind installation design to present to judges in a creative way.

- Designated microcontrollers are required for different divisions:

Division A & B	Arduino
Division C	micro:bit



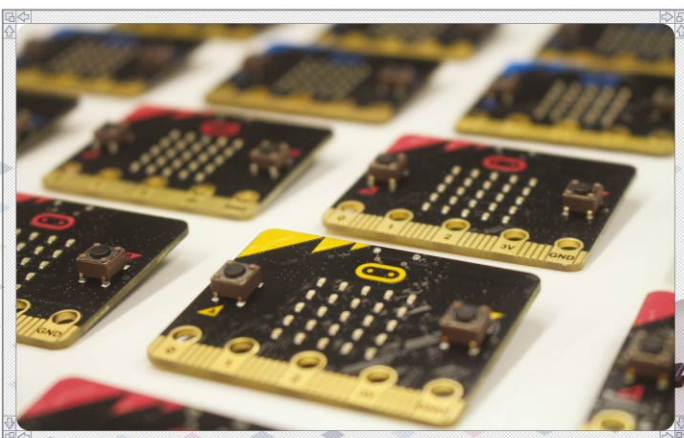
任務挑戰項目 | Mission Encounter (ME)

任務挑戰項目(ME)為閉門比賽，旨在考驗即場編程及解難能力。

- 挑戰分基本及進階兩個難度
- 挑戰內容於隊伍進入比賽場區後始揭曉
- 參賽隊伍需於限時內完成挑戰爭取分數

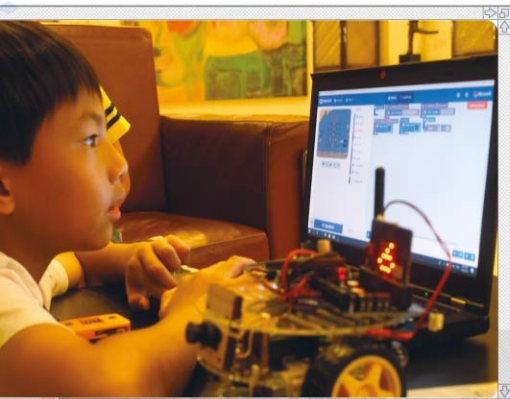
Mission Encounter (ME) aims to test participants' actual ability to code and solve problems.

- Teams will be presented with basic and advanced tasks
- Mission tasks will be revealed to teams when they enter the competition site
- Participants are required to complete the tasks in limited time





作品設計公開賽 | Open Tournament for Installation Design



大賽今年新增作品設計公開賽，歡迎全港青年人報名參加，參加者將使用微控制器及無限創意，以影片形式介紹互動裝置，並於大賽當日展示作品。

- 分兩個組別：
 1. 學生組：19歲或以下，及就讀香港中、小學之學生
 2. 公開組：35歲或以下，持香港居民身份證之青年人
- 需要以個人名義參賽，每隊參加人數為1 - 3人
- 隊伍需要提交一段3 - 5分鐘的影片介紹作品
- 隊伍必須使用以下最少一款微控制器製作裝置：**micro:bit**、**Arduino**

Open Tournament for Installation Design is a new side competition, welcoming all young people in Hong Kong to participate. Teams are required to produce a video showing an interactive installation, and may have a chance to show it on competition day



- **There are two division for the tournament:**
 1. **Student Division: aged 19 or below; Hong Kong primary and secondary school students**
 2. **Open Division: aged 35 or below; Hong Kong resident youngsters**
- **Each team may have 1 - 3 team members to join as individual basis**
- **Teams are required to submit one 3 - 5 minutes video**
- **It is required to use all or either microcontrollers listed: micro:bit, Arduino**



活動日程 | Annual Programme Schedule

一月 January	初階工作坊 Basic Training Workshop
二月 February	進階工作坊 Advanced Training Workshop
三月 March	Coding 體驗日 Coding Day
四月 April	遞交程式編碼 Submission of Project Sketches
五月四日 4 May	創意編程設計大賽 Creative Coder Competition
十月十九日 19 October	活動簡介會 Briefing Session
十二月八日 8 December	體驗工作坊 Experiential Workshop
十二月十九日 19 December	報名截止 Enrollment Deadline



報名及查詢 | Application and Enquiries

歡迎本地學校參與。查詢請聯絡：

All local schools are welcome to join the Competition. For further details, please contact us at:

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