



## All Academy Day: Virtual Computer Event Details

### Overview

#### Description

Contestants, competing as individuals or in teams, will assemble a virtual laptop or desktop.

#### Related curriculum

IT Essentials

#### Number of players

Individuals or two teams made up of four to five competitors each

#### Time required to prepare for or set up this event

20 minutes for preparation: setting up the room, testing the equipment, printing documents

#### Length of time to play

We suggest giving the contestants 20 minutes to complete the activity and the judges 5 minutes to judge and score the results and reset the challenge for the next team.

### Rules

#### Object of the game

Correctly assemble a virtual laptop or desktop in the shortest time.

#### Playing the game

- Download the virtual computer tool from Academy Connection
  - Login to Academy Connection at <http://www.cisco.com/go/netacad>
  - Select Tools from the right navigation bar.
  - Scroll down to the green Find Curriculum & Assessment Tools header.
    - In the first drop-down menu, select IT Essentials.
    - In the second drop-down menu, IT Essentials: PC Hardware and Software
    - Select version 4.0 and click Find Tools.
  - Scroll down to Virtual Activity: Desktop and Virtual Activity: Laptop
- The judges determine whether the contestants will be assembling the virtual laptop, desktop, or both during the competition.
- Judges set the appropriate virtual laptop/desktop application to Learn or Test mode.
- Contestants, each seated at a separate computer, assemble the virtual computer one section at a time.

- Contestants raise their hand once they've completed a section. The judges will verify the section is complete, then mark the contestant's judging sheet accordingly.
- Contestants continue until all the sections of the computer are complete or until time is called.

### Scoring

- Points will be awarded for each section that is completed correctly. No points are awarded for partial work.
- Reminder: Contestants must show their completed work to the judge at the end of each section before moving on. Contestants will not receive any points if they fail to show the judges their work.
- In case of a tie, the team that completes the activity in the shortest time wins.

### Earning points

- Each team can earn up to 100 points, before bonuses, in the Virtual Computer event.
- Contestants' scores are averaged to determine one score for the team.
- Enter the Team Grand Total from the virtual computer event scoring form into the All Academy Day scoring sheet.

### Bonus

A bonus may be awarded to teams that complete the sections more than one time. For example, a competitor would earn additional points for completing the computer the most times in the allotted time.

### Equipment List

To ensure the contest is fair, the materials should be identical for each team.

#### Supplies for each team

- One computer, with monitor, keyboard, mouse, and power supply, for each contestant
- Virtual Laptop or Desktop installed and ready on each computer
- Power strip

#### General supplies

- Pens for judges
- Timer or stopwatch
- Enough chairs for the contestants and judges
- "Virtual Computer Event" sign for the room or area

#### Downloads to print

- Rules/judging form (print one for each contestant plus one for each judge)

#### Judges

- One facilitator or head judge
- One judge for each team

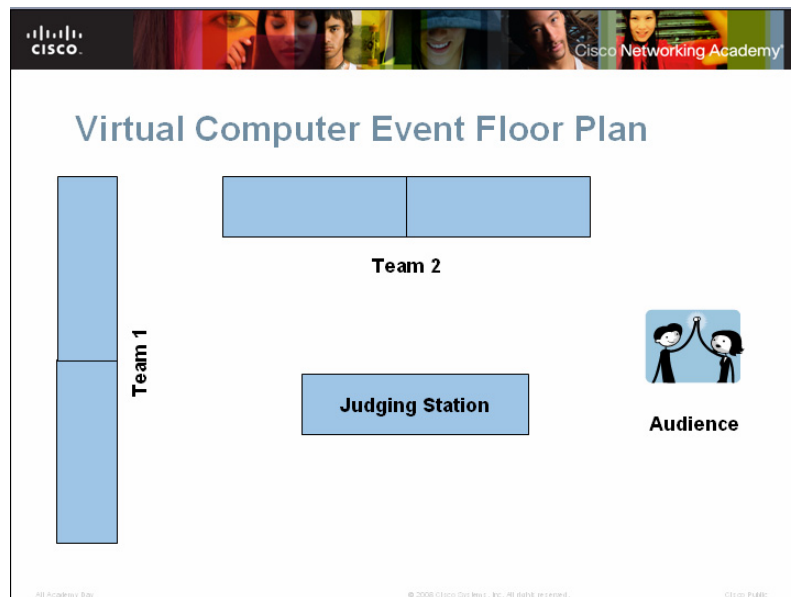
### Room set-up

- Five 6-foot tables (8-foot tables are fine)
- Enough chairs for contestants, judges, and audience

## Room Setup

### General room setup

- Post a “Virtual Computer Event” sign on the door or in the room.
- Place two tables end to end to form one 12-foot table. Each team should have two tables and enough chairs for the contestants.
- Place the remaining table in the center of the room to serve as the judging station.
- Seat the audience members so they can see the teams.



### Place the following on the work area for each team

- One computer, with monitor, keyboard, mouse, and power supply, for each contestant
- One set of rules
- One judging form for each contestant

### Place the following on the judges' table

- One set of rules for each judge
- Extra judging forms
- Timer or stopwatch
- One backup computer with monitor, keyboard, mouse, and power supply
- One backup power strip

## Hints for Success

- Test all the equipment before the contest begins.
- Have academies and contestants read the rules before they come to the event.
- Tape the rules to the contestant and judging tables.



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