



## The online competition

**The online competition** has been designed to be quite demanding and each team has to collaboratively answer to get to the final score. The competition fulfills aspects of the proposal and serves to consolidate the basics of the scientific method referring to biodiversity.

During **the online competition**, each team has to cover a set of minigames which different objectives to be reached. A maximum of 90 points over 100 can be scored in this phase. The remaining 10 points may be scored exclusively by joining the 'Bonus phase' (see next section).

**The competition will be on May 8th, 2018 and remain open for a certain amount of time, starting at 10 a.m. CET**

Each team can earn a bonus at the end of each minigame (the minigame is a single path of exercises included in the game) depending on the time spent to accomplish each objective

Once a team starts the final competition it has to play it until its end. No breaks are allowed.

Only the teams concluding the game will be included in the final rank

At the end of the game the team with the highest score will be declared winner

The teams classified in the first, second and third positions receive a cup and a diploma

The scientific committee reserves the right to attribute special prizes taking into account the results produced by the teams

A certificate of participation will be given to all participants

The products of the winners will be published on the projects web site

## Bonus Phase - 'Carry out a Research Project'

Once logged in, some options will be shown according to the users' role (students, mentor etc.) All students, and their mentors, who had registered on the platform will have access to the Bonus phase. The Bonus phase consist in a small research project student may conduct on their own (see Resource section on this website).

The results of the Bonus phase may be presented alternatively as:

- a video record of their activities together with the conclusions they reached – this includes some field research conclusions. The focus here is on presenting and promoting their idea and research with a maximum length of 3 minutes. The video will be published on youtube and linked to the platform.
- a two pages summary including their research goals and findings (students will find a template to prepare it).
- a poster on the results of the research project and the conclusions reached during their work (students will find a template to prepare it).



- A 15 slides presentation of the research project and the conclusions reached during their work (students will find a template to prepare it).

**The final product of all activities will be delivered within 30<sup>th</sup> of April 2018.** Each team has to publish the products (i.e., papers and videos) of their 'research project' on the dedicated area, the '*team wiki area*' for evaluation. The products of each team are evaluated both by a scientific committee and the other teams. The scientific committee attributes a score to the products of each team, ranging from a minimum of 0 to a maximum of 10. The evaluation rules of the products will be based on a specific matrix and focus on the process followed, rather than on the accuracy of results

The Bonus phase is not mandatory to join the competition, but it allows to gain extra 10 points that may be crucial to determine the final winner!