

## Sea Cadets CGI 'Innovate Challenge'

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Redesigning Information Systems for CIS Specialisation.

Welcome, Sea Cadets innovators! Sea Cadets & CGI are thrilled to invite you to participate in a groundbreaking challenge aimed at revolutionising the way we teach you and how you learn about Information Systems (IS).

CGI are a global IT and business consulting company that provides insight, and solutions for an ever-digitising world. CGI supports this challenge to ensure Sea Cadets develop knowledge and interest in this specialisation; as they see your potential in being the architects, problem-solvers, and project managers as well as the creative drive that companies like CGI will need to continue to innovate in the future.

Your mission, should you choose to accept it, is to design your ideal learning experience that can make a real impact. Explore innovative learning methods which can be tailored to you and your fellow cadets! Imagine your perfect learning journey in Information Systems.

Dream big, learn differently, and ignite your passion for technology as you delve into one of the following ....:

- Introduction to Computer Science and Information Technology
- Cyber Security Basics and Ethics
- Emerging Technologies (e.g., AI, IoT, Blockchain, Software development.)
- Networking, Software Development Life Cycle (SDLC) and Project Management
- Data Analytics, Visualisation and Cloud Computing

Your challenge is to think outside the box, leveraging technology, creativity, and innovation to make these topics accessible and exciting for learners aged 12 to 18. Do look at [what CGI does](#) for inspiration!

We encourage you to explore diverse formats, such as games, interactive apps, simulations, storytelling, or any other medium you believe will captivate and educate your peers. Check out [CGI's Cyber Escape](#) to see how they try to bring cyber learning to life.

### Guidelines:

1. Your idea should cater to learners of varying ages and Sea Cadets basic, intermediate, and advanced skill levels.
2. Think about accessibility, inclusivity, and *engagement* in your design.
3. Consider using real-world applications and scenarios to *bring the learning to life* (again, do look at what CGI do for inspiration).

4. Ensure that your idea aligns with the learning objectives outlined in the overview which can be found here.
5. Innovate! Please feel free to introduce new approaches or technologies that could enhance the learning experience (CGI do this all the time!)

#### **Submission Requirements:**

- A detailed description of your innovative idea, including its format, level, and key features.
- A mock-up demonstrating your solution. This could be in the form of a drawing, storyboard, wireframe, demo video or digital presentation. Programmes or code are not required at this stage,
- An explanation of how your solution addresses the learning objective(s)/topic you have chosen to focus on.
- Any additional resources or materials needed to support your idea.
- If you have used any AI or other technology to generate ideas you must state what you have used and how, in your submission.

#### **Evaluation Criteria:**

- **Creativity and Innovation:** How original and inventive is your approach to teaching and learning CIS topics?
- **Relevance to Information Systems Concepts & alignment with Learning Objectives:** How well does your solution address the core concepts outlined in the IS concepts and IS Learning Objectives?
- **Engagement, Impact, Inclusivity and Accessibility:** Does your solution captivate young learners and cater to diverse learning styles? How well would the idea reinforce learning and make it memorable?
- **Feasibility, Practicality, and Scalability:** Is your idea practical to implement in a Sea Cadet Unit or training venue, and can it scale to reach a wider audience? Could this be accessed online via a phone or laptop?
- **Clarity & Presentation:** How well has the idea been presented?
- **Value for money:** How many cadets will benefit or are impacted from the idea? How much would it cost to create and roll out the idea?

#### **Participate and you could be a winner!**

A winning cadet or team from one unit will be chosen from each Sea Cadets Area – Northern, North West, Eastern, London, South West, and Southern, resulting in six winners in total.

Winners will be selected by an independent panel of judges based on creativity and relevance to the challenge; as outlined in the evaluation criteria. The panel will comprise representatives from the promoter, sponsor, and Cadet Voice group members who have not entered the challenge. Winners will receive prizes for their unit.

**Prizes per Area:**

**1st Place:** £1000 digital grant, recognition on our website and social media platforms + VIP day out.

**2nd Place:** Shortlisted finalists will be invited to their nearest CGI office for a VIP Day Out and presentation of the prize winners.

Ready to transform the future of CIS education? Accept the challenge and unleash your creativity!

You could also creatively enter your idea; it would need to be possible to send us a link via the online entry form; the entry should take no longer than 5 minutes to view or read.

**Challenge Terms & Conditions [DRAFT]**

1. **Promoter:** Sea Cadets, Marine Society & Sea Cadets, a registered charity in England and Wales (313013) and Scotland (SC037808).
2. **Sponsor:** CGI IT UK Ltd
3. **Eligibility:** Employees of the promoter, the sponsor, or any affiliated individuals are not eligible to participate.
4. **Entry Limit:** Sea Cadets or Royal Marines Cadets may submit one entry per person or team per year. Volunteers may assist but the entry must primarily be the cadet's own work. Cadets must choose between entering as an individual or as part of a team.
5. **Entry contact:** to enter, each entry must have an adult volunteer as the main contact for management of the entry; please ensure you have permission to share a volunteers contact details before completing the [online entry form](#).
6. **Entry Fee:** There is no fee to enter. Sea Cadets retain the right to utilize ideas submitted for challenge purposes to enhance the Sea Cadets' Experience.
7. **Entry Method:** Entries must be submitted using the [online entry form](#) and include a link to the entry only in the one of the following formats; doc.x, jpeg, pdf, png, pptx, mp4, mov or avi
8. **Competition Opens:** The open date for the competition will be the May 10, 2024.
9. **Deadline:** The closing date for entries is midnight on July 31, 2024.
10. **Responsibility:** The promoter is not liable for entries that fail to reach the promoter after the closing date for any reason.
11. **Changes:** The promoter reserves the right to amend the challenge and terms and conditions in case of unforeseen circumstances or events beyond their control.
12. **Selection of Winners:** One winner will be chosen from each Sea Cadets Area – Northern, North West, Eastern, London, South West, and Southern, resulting in six winners in total.
13. **Judging Criteria:** Winners will be selected by an independent panel of judges based on creativity and relevance to the challenge.
14. **Judging Panel:** The panel will comprise representatives from the promoter, sponsor, and Cadet Voice group members who have not entered the challenge.
15. **Prizes:** Winners and runners up will receive prizes for their unit.
16. **Prize Distribution:** Winners will receive their prizes in person at a date and time organized by the sponsor within 3 months of notification.
17. **Notification:** Winners will be notified within 50 days of the challenge's closing date. The winning unit must respond within 28 days to claim their prize.
18. **No Cash Alternative:** Prizes are non-transferable and cannot be exchanged for cash. Substitution of prizes with equivalents may occur without prior notice.

- 19. Copyright:** Entrants retain copyright to their entries but grant the promoter and sponsor licenses to use the ideas for learning development and brand promotion.
- 20. Publicity:** Entrants and winners may be referred to by first or surname in challenge publicity. Notification of privacy preferences must be made in writing within 24 hours of winning.
- 21. Decision Finality:** The promoter's decisions regarding the challenge are final and no correspondence will be entertained.
- 22. Agreement:** By entering the challenge, participants agree to abide by these terms and conditions.
- 23. Governing Law:** The challenge is governed by English law, with disputes subject to the exclusive jurisdiction of English courts.
- 24. Use of Personal Data:** Personal data will be used in accordance with UK data protection legislation and not disclosed to third parties without consent.
- 25. Acceptance:** Entry into the challenge implies acceptance of these terms and conditions.

### Marking Criteria:

These criteria provide a framework for evaluating submissions, ensuring that judges consider various aspects of creativity, innovation, practicality, relevance to IS, clarity, alignment with learning objectives, and appeal to young Sea Cadets audience.

Criteria	Mark	
<b>Creativity &amp; Innovation:</b> How original and inventive is your approach to teaching and learning IS topics?	1	Little to no evidence of originality or innovative thinking.
	2	Some attempt at creativity, but lacks uniqueness or original ideas.
	3	Demonstrates moderate creativity and innovation, with some unique elements.
	4	Shows a high level of creativity and originality, with innovative ideas that stand out.
	5	Exceptional creativity and innovation, presenting truly original and groundbreaking concepts.
<b>Relevance to Information Systems Concepts &amp; alignment with Learning Objectives:</b> How well does your solution address the core concepts outlined in the IS concepts and IS Learning Objectives?	1	Fails to demonstrate relevance to Information Systems concepts and the learning objectives.
	2	Limited connection to Information Systems concepts and learning objectives, with unclear relevance.
	3	Some relevance to Information Systems concepts and learning objectives, but lacks depth or clarity.
	4	Clearly demonstrates relevance to Information Systems concepts and learning objectives, with a solid understanding of key principles.
	5	Highly relevant to Information Systems concepts and learning objectives, with a comprehensive understanding and integration of key principles.
<b>Engagement, Impact and Accessibility:</b> Does your solution	1	Fails to engage or appeal to young learners. Not accessible or impactful.

<p>captivate young learners and cater to diverse learning styles? How well would the idea reinforce learning and make it memorable?</p>	<b>2</b>	Limited appeal to young learners, with some attempts at engagement and some demonstration of impact on a cadet's learning.
	<b>3</b>	Moderately appealing to young learners, with elements that may capture interest as well as a clear demonstration of impact on a cadet's learning.
	<b>4</b>	Highly appealing to young learners, with engaging and interactive elements as well as a good demonstration of impact on a cadet's learning.
	<b>5</b>	Exceptionally appealing to young learners, with innovative and captivating approaches to learning as well as an excellent demonstrations of impact on a cadets learning.
<p><b>Feasibility, Practicality, and Scalability:</b> Is your idea practical to implement in a Sea Cadet Unit or training venue, and can it scale to reach a wider audience? Could this be accessed online via a phone or laptop?</p>	<b>1</b>	Learning method proposed is impractical, unscalable or unrealistic.
	<b>2</b>	Limited consideration for feasibility, with significant gaps in practicality. Not considered how to make it available more widely.
	<b>3</b>	Reasonably feasible learning method with some practical elements considered. Considered how to make it available widely.
	<b>4</b>	Well-thought-out and practical learning approach, with clear consideration for implementation. Considered reach and making is easily available.
	<b>5</b>	Highly feasible and practical learning method, with detailed plans for implementation and execution. Illustrated scalability and demonstrated reach.
<p><b>Clarity &amp; Presentation:</b> How well has the idea been presented?</p>	<b>1</b>	Poorly presented, with numerous errors and unclear organisation.
	<b>2</b>	Presentation is somewhat clear but contains several errors or inconsistencies.
	<b>3</b>	Adequately presented, with clear organization and few errors.
	<b>4</b>	Well-presented, with good clarity, organization, and minimal errors.
	<b>5</b>	Exceptionally presented, with flawless clarity, organization, and attention to detail.
<p><b>Value for money:</b> How many cadets will</p>	<b>1</b>	Expensive with limited impact on a small number of individuals

benefit or are impacted from the idea? How much would it cost to create and roll out the idea?		
	<b>2</b>	Expensive with large impact on a large number of individuals
	<b>3</b>	Efficient reuse of existing solutions/large impact on a large number of individuals