



Contest: Logo for the ERASMUS + Innovative schools adapted to the digital society for improving technological educational skills project

Purpose of the contest

Designing a logo destined to become the image which represents our project ERASMUS + Innovative schools adapted to the digital society for improving technological educational skills (ISTEDU), which will be included in all the project's documentation.

The project focuses on: the use of new technologies and educational strategies to drive STEM profiles (Science, Technology, Engineering, and Maths), especially amongst female students; improve educational competences and engage in the use of new technologies to facilitate the integration of students with educational necessities.

The project team is integrated by the following members:

- Sultanpepe Prof. Dr. Cemil Taşcıoğlu Ortaokulu (Turkey)
- Scoala Gimnaziala Maria Rosetti (Romania)
- Istituto Professionale di Stato "Maffeo Pantaleoni" (Italy)
- Asociación de Investigación de la Industria del Juguete, conexas y afines (Spain)
- IES Mediterráneo (Spain) as organizing partner of the project.

The project involves activities related with the following areas:

- Robotics, computation and 3D design
- Use of drones in an educational scope
- Working in class through Flipped Classroom
- Using a Visual Thinking based methodology
- Breakout Education

Participants/contestants

The contest is open to all students of all educational levels/courses of the secondary schools participating in this project.

Contest phases

The contest has two phases, one national and one international.

- In the national phase, each school will hold a contest to select their top two logos from their students.
- During the international phase the winning logo will be selected from the top 8 logos, 2 from each school.

Contest rules

- a) Each logo must include the terms “ERASMUS +” and “ISTEDU”, the acronym of the project.
- b) Only original designs will be accepted, meaning logos cannot include copyright material.
- c) Evaluation criteria:
 - a. Technical and artistic quality of the design.
 - b. Creativeness of the image.
 - c. Link between European values, the academic European scope and the visual and graphic design.
 - d. The logo refers to the purpose of the project and the countries involved (Turkey, Italy, Romania and Spain).
- d) The logos may be designed with any technique or graphic design, including digital editing.
- e) The logos must be handed in using a png or jpg format, or printed in A4 format.
- f) The winner of phase I of each school and the final winner must take photographs with at the awards ceremony.

Jury verdict

- Phase I: each school may decide the composition of the jury (its members).
- Phase II: The jury will be composed by two teachers of the schools which participate in the project. Each school will cast a vote awarding two points to the logo they believe should win the contest and one point to the second-best contestant. AIJU will only vote in the event of a tie. A record will be kept, numbering the logo proposals which have been admitted and the winner of the contest. All logos which are presented to the second phase will be published on the project web and social media, identifying which logo has won the contest and the second best contestant. The jury’s verdict may not be appealed.

Submission deadline and delivery point

The logos may be presented up to the **15th of January 2021** to the project coordinator of the school, and must contain the students' information.

Prizes in phase I

To be agreed on by each school.

Prizes in phase II

A prize with a value of 120€ will be given.

Intellectual property rights

The property, utilization and rights of the winning logos will be reserved exclusively for the project ERASMUS + Innovative schools adapted to the digital society for improving technological educational skills. A Creative Commons rights license of type **Atribution-NonComercial-NonDerivative** will be created

CC BY-NC-ND



Acceptance of contest rules

The participation in the contest implies acceptance of the contest rules and the jury's verdict. All cases not specified by these rules must be solved by the jury, communicating the decision to the contestant.

Note

This project ISTEUDU has been funded with support from the European Commission. This communication reflects the views only of the Erasmus project consortium, and the Commission cannot be held responsible for any use which may be made of the information contained therein.