(112) POWERPOINT PRESENTATION, Early Entry (Due April 1)

PowerPoint presentations are typically used to support oral presentations. However, this competition entry is to be a user-directed, stand-alone presentation. It can convey an academic concept, promotional information, or theological truth. The student is free to use any element that PowerPoint will support.

REQUIREMENTS
1. The presentation must have been developed since the last WCA Student Convention.
2. No more than two students may participate in the design and development of the presentation.
3. While there are a number of presentation products on the market, Microsoft PowerPoint is required for student convention competition.

POSSIBLE PROJECT AREAS - These are not intended to limit the project possibilities, but are intended to stimulate creative thought about how to structure a project.
1. Academic - There is a need for academic reinforcement and explanation. Either would work well to teach, review, or expand an academic concept found in a school lesson.
2. Promotional - Promote your school and/or church, or present material to new parents or students. It could be a presentation for students (e.g., promoting convention participation or reinforcing school rules, policies, or procedures). It could be a presentation to solicit parental, business, or community support for a project.
3. Truth - There may be Biblical or theological truths that the church and/or school wants to reinforce. This could even be a self-directed training series.

STRUCTURE
1. Navigation of Site - The presentation should be easy to use and navigate.
2. Creativity - The presentation will be evaluated for creativity in the areas of uniqueness, content, approach to the material, and method of engagement.
3. Connectivity - Each step in the process must successfully relate the user to where he has been and to where he is going. The user should understand throughout the presentation the relationship of the parts to the whole.
4. Engaging - Is the presentation visually attractive and interesting? Does it create interest and effectively convey information to the user in a memorable fashion?
5. Elements - The presentation should contain enough variety to hold the interest of the user while following convention guidelines and standards for appropriateness. Do all the elements contribute to the presentation's effectiveness in meeting its objective?
6. Graphic Design - The project should follow generally accepted media standards regarding presentation. Some of these regard font styles, spacing, overlay and other aspects of the presentation.

CONTENT
1. Clear- If the content is not clear, the presentation is ineffective. It should be clear in its presentation, navigation, and purpose. Since this is a user-directed presentation, clarity is indispensable.
2. Appropriate- The presentation should fit the convention guidelines and standards and be appropriate for its intended purpose.
3. Useful- The presentation should be designed to serve a useful purpose.
4. Accomplishes goals- The presentation should have a clearly stated goal so the user is able to understand what the developer intended.

JUDGING CRITERIA

AREAS OF EVALUATION	POSSIBLE POINTS

I. STRUCTURE

1. Navigation of Site: The presentation should be easy to use and navigate	10
2. Creativity: The presentation will be evaluated for creativity in the areas of uniqueness, content, approach to the material, and method of engagement.	10
3. Connectivity: Each step in the process must successfully relate the user to where he has been and to where he is going. The user should understand throughout the presentation the relationship of the parts to the whole.	10
4. Engaging: Is the presentation visually attractive and interesting? Does it create interest and effectively convey information to the user in a memorable fashion?	10
5. Elements: The presentation should contain enough variety to hold the interest of the user while following convention guidelines and standards for appropriateness. Do all the elements contribute to the presentation's effectiveness in meeting it's object?	10

6. Graphic Design: The project should follow generally accepted media standards regarding presentation. Some of these regard font styles, spacing, overlay and other aspects of the presentation.   10

II. CONTENT
1. Clear: If the content is not clear, the presentation is ineffective. It should be clear in its presentation, navigation, and purpose. Since this is a user-directed presentation, clarity is indispensable.   10
2. Appropriate: The presentation should fit the convention guidelines and standards and be appropriate for its intended purpose.   10
3. Useful: The presentation should be designed to serve a useful purpose   10
4. Accomplishes goals: The presentation should have a clearly stated goal so the user is able to understand what the developer intended.   10

Total Points   100