VIRTUAL CITY JUDGING

2019 - 2020 COMPETITION

CLEAN WATER – TAP INTO TOMORROW
Today’s engineers, architects, and city leaders face the critical task of creating resilient cities. A resilient city withstands drought, flooding, big population changes, natural disasters, economic recessions, and other short and long-term threats. When it comes to a city’s water supply system, resilience means providing adequate clean water for both residential and commercial uses under all possible circumstances. Resilience requires preventing and fixing leaks, identifying and removing contaminants, and making sure the supply of water always meets demand in the face of disruptions and longer-term changes. As a part of a resilient city, a reliable water supply ensures that clean and safe water is provided to all its residents for their well-being, to keep their communities stable and cared for, and the city economy strong and durable.

• **Student’s Challenge:** Choose a threat to your city’s water supply and design a resilient system to maintain a reliable source of clean drinking water.
VIRTUAL CITY ASSIGNMENTS & SCHEDULE

• Virtual City Assignments will be released for scoring on December 7th
• We will email you when we have assigned virtual cities to you
  • If there are late submittals, we will release all virtual cities as they become available. We will inform you if you have been assigned virtual cities that have not been submitted.
    • If you are willing and able to grade last minute virtual cities, please let us know.
    • Point deductions for late submittals will be assigned by the committee.
• Virtual City Assignments must be graded by December 28th
  • If your assigned virtual cities were late, an extension may be given for scoring
• Please contact Amanda and Heather ASAP if you have any issues, fcc.judge.albany@outlook.com.
VIRTUAL CITY REQUIREMENTS

• Students design a Virtual City using SimCity software and present their city’s progress via a slideshow

• For this deliverable, students choose two goals that they want to achieve in their Virtual City.
  • i.e. The City is free of pollution, the population is highly-educated, public transit is available to all sims

• At two points during the development of their Virtual City, students will document its development and their progress toward meeting their two goals.
  • Progress Report 1
  • Progress Report 2

• Complete the Virtual City Presentation Template in either PowerPoint, Word, or Google Slides
VIRTUAL CITY SLIDESHOW REQUIREMENTS

Progress Report 1

• When the Virtual City reaches a population range of 8,000 to 20,000 Sims/citizens, the team needs to pause to record their city’s progress in the Virtual City Presentation Template. This allows the students to compare how their city is developing over the two phases.

• Progress Report #1 includes the following items:

1. Four screenshots of their city including:
   • One bird’s-eye view of the city. This gives an overview of the city’s layout. At this stage, it is important for the team to establish a fixed location where they will take their screenshots from. This fixed location will be the same for progress report #1 and #2.
   • One screenshot showing the budget panel details. These include expenses, income, and taxes.
   • Two screenshots showing the population panel details. These include one screenshot showing “workers” and “shoppers” and a second screenshot showing “students,” “tourists” and “homeless.”

2. A completed Benchmark Chart. The information here is a simple reporting of the status of the city.

3. A completed Progress Toward Goals Chart. The team will list its two goals, report on the status of each, and provide evidence that supports the status it has selected. The team will also provide two screenshots that illustrate the progress they are making toward each goal.

4. Strategies. The team will share what strategies worked and didn’t work, and share strategies they will try in the next stage of development.
VIRTUAL CITY SLIDESHOW REQUIREMENTS

**Progress Report 2**

- Once the city’s population reaches 20,000+ Sims/citizens, the team can complete the Virtual City Presentation Template. They’ll fill out Progress Report 2 as well as address lessons learned about city planning and how they will apply this to the other Future City deliverables.
Tips for Virtual City scoring are available on the judge website, here:

RUBRIC CLARIFICATION & SCORING STRATEGY


• If you need any clarifications on the rubric, please email Amanda and Heather at fcc.albany.judge@outlook.com.

• We recommend reading all your assigned virtual city slideshows before you start scoring OR revisit your earlier scorings to revise based on comparison of other virtual city slideshows. This will give you a good idea of what to expect, keep in mind these were completed by 6th, 7th, and 8th graders.
VIRTUAL CITY SCORING

1. Project Plan 10 Points Pre-Competition Judging
2. Virtual City 48 Points Pre-Competition Judging
3. City Essay 60 Points Pre-Competition Judging
4. City Model 70 Points Competition Day Judging
5. City Presentation 70 Points Competition Day Judging
VIRTUAL CITY SCORING

• **Follow the rubric!!**
  • Rubric is available on Competition Management System (CMS), attached to email, and available on Judge Information website page

• **Points Breakdown**
  • Specs 12 points
  • Test It, Improve It 18 points
  • Conclusion 3 points
  • Judge Assessment of Design & Process 15 points

  **48 points**
VIRTUAL CITY ASSIGNMENTS

• There are 20 teams, each will submit one (1) virtual city slideshow
• Each slideshow must be graded at least three (3) times
• You will grade virtual city slideshows using the Competition Management System (CMS)
VIRTUAL CITY SCORING

1. Log-in to your CMS account (link included in virtual city assignment email) OR
   • Go to Judge Information page for link
VIRTUAL CITY SCORING

2. View your assignments under the “Computer City Design Judge” tab
   i. If you have volunteered to judge more than one deliverable or competition day, you will have multiple tabs.
VIRTUAL CITY SCORING

3. Click on the links in the “Download” column to access your assigned virtual cities
   • Will more than likely be a PDF
VIRTUAL CITY SCORING

4. Click on the links in the “City Name” or “Your Score” column to access the digital rubric where you will enter your scores.
VIRTUAL CITY SCORING

4. Click on the links in the “City Name” or “Your Score” column to access the digital rubric where you will enter your scores

• You can use a hard copy of the rubric if it is easier for you to score the virtual city slideshows but you must enter your scores in the digital rubric when complete
  • A PDF of the rubric is available on the Judge Information website page and attached to assignment email
• If you would like to revise your previous scores, you are able to do this by clicking on the links in the “City Name” or “Your Score” column.
JUDGE COMMENTS

- NEW LAST YEAR, BACK AGAIN!!
- You have the opportunity to provide the team with comments on their virtual city.
- These comments should be constructive to help the students or teachers improve in future years.
  - Where did you take points off? Could this easily be avoided?
- Heather and Amanda will review the comments and approve them before they go to the team.
THANK YOU FOR VOLUNTEERING TO JUDGE VIRTUAL CITY SLIDESHOWS!

Amanda & Heather
Judge Coordinators