

2025-2026 JUDGED EVENT TOPICS

(V01) Virtual Multimedia and Promotion Individual

Unsung Heroes: The Faces Behind the Scene: Highlight an individual in your community who quietly makes a difference – a school janitor, crossing guard, community volunteer, or neighbor, etc. Share their story and the positive impact they have on others.

(V02) Virtual Multimedia and Promotion Team

Hidden Histories: Create a multimedia video uncovering an untold or forgotten story from your town's or region's history. Interview local historians or residents, and use photos, animations, or reenactments to bring the story to life.

(V03) Software Engineering Team

Create a time-travel puzzle adventure game titled *ChronoQuest: Fractures in Time*.

Players are part of a secret organization tasked with repairing the timeline after mysterious anomalies begin altering history. They must travel to different eras—Ancient Egypt, Medieval Europe, the Space Age, and more—to solve puzzles, interact with historical figures, and fix the timeline before reality collapses.

(V04) Web Application Team

Develop a web application titled *SkillSwap: Student Talent Exchange Platform*. Your team has been hired by a student-led organization to build a platform where students can share their skills and learn from each other. Whether it's tutoring in math, teaching guitar, coding, photography, or helping with homework, students can create profiles, offer sessions, and request help in areas they want to grow.

Primary Objectives:

- User registration and login
- Profile creation with skills offered and skills sought
- Session scheduling and request system
- Rating and feedback after each exchange
- Admin panel to monitor activity and manage users

Optional Features:

- Gamified achievements for participation
- Messaging system for coordination
- Group sessions or clubs
- Integration with school calendars
- Privacy settings for younger users

(V05) Mobile Applications

Develop a mobile application titled *ClubConnect: Student Organization Hub*. You are challenged to create a mobile app that helps students manage and participate in school clubs and organizations. The app should allow users to join clubs, view upcoming meetings and events, track participation, and communicate with club leaders.

Required Features:

- External backend database for secure data storage
- User registration and account recovery
- Ability to:
 - Browse and join clubs
 - View club events and announcements
 - Track attendance or participation
- Admin panel for club leaders to manage contestants and post updates
- View for login/register/account recovery
- View for club listings and details
- Use at least one API (e.g., calendar or messaging)

Possible Features:

- Export club schedules or participation logs to PDF
- Push notifications for upcoming events
- Social media sharing for club promotions
- Digital badges for active participation
- Comment or Q&A section for each club

(Vo6) Promotional Photography

Perspective Shift. Alter the viewer’s perspective. Take a familiar scene or object and photograph it from an unconventional angle, perspective, or point of view. The goal is to create an image that challenges how we typically see everyday things.

(Vo7) Cybersecurity/Digital Forensics (Round Two Competitors Only):

Following the Digital Trail: How Forensic Experts Solve Cybercrimes. Your task is to explore the step-by-step process investigators use to track cybercriminals. Examples may include:

- How IP addresses, device IDs, and metadata become “digital fingerprints”
- Common tools like EnCase, FTK, and Autopsy
- Famous cases solved using digital evidence

(V10) Virtual Branding Team

SolarSip – The Smart, Self-Cooling Water Bottle.

Scenario: Your team has been hired to launch SolarSip, an innovative reusable water bottle that uses solar-powered cooling technology to keep drinks cold all day. Your branding campaign should focus on eco-conscious consumers and outdoor enthusiasts.

Deliverables:

- Product line mockups (different colors/styles)
- 30-second digital video ad for social media
- Social media rollout plan targeting Instagram, TikTok, and Facebook

(V11) 2D Animation Team

Smart Solutions for a Healthier Planet: A GLOBE Community's Journey with IoT. Create a 2D animation that showcases a diverse group of students or citizens from different parts of the world using Internet of Things (IoT) devices and smart technology to observe, collect, and share environmental data through the NASA GLOBE Program. Your animation should tell a compelling story of how these individuals collaborate to solve a local or global environmental challenge—such as monitoring air quality, tracking soil moisture, or responding to climate impacts—through data-driven decision making and community action.

Requirements:

- Feature at least one GLOBE sphere (Atmosphere, Biosphere, Hydrosphere, Pedosphere)
- Demonstrate how smart sensors or IoT-enabled tools (e.g., air quality monitors, remote weather stations, water sensors, smart apps) are used to collect and share data
- Incorporate storytelling elements that highlight teamwork, scientific discovery, and the impact of open data
- Showcase a transformation or improvement in the environment or community as a result of the project

(V12) Social Media Marketing Campaign Team

Local Food Truck Expansion. Flavor on Wheels: The Rise of TacoTwist.

Background: TacoTwist, a local gourmet taco food truck, is expanding to new cities and wants a buzz-worthy social media campaign to build anticipation.

Task: Develop a campaign that includes geo-targeted ads, user-generated content contests, and partnerships with local influencers. Include budget projections and ROI estimates.

(V13) Esports Team

Esports have become a worldwide phenomenon, with markets flourishing across North America, Europe, Asia, Latin America, and Africa. In a research paper of no more than three (3) pages (double-spaced), examine how esports has developed globally and the international business and career opportunities that have emerged as a result.

Research Focus (choose or integrate multiple angles):

1. International Market Trends & Key Regions
 - Compare how esports has scaled in at least two different global regions (e.g. North America vs. East Asia, or Europe vs. Latin America).
 - Include recent data on market size, audience growth, tournament revenue, or regional investments.
2. Global Business Careers & Cross-Sector Roles
 - Identify at least three business-related careers or roles that operate across borders (examples: international event coordination, global sponsorship management, esports consultancy, broadcast localization, player management/agency across regions).
 - Discuss cross-cultural and international aspects of these roles.
3. Skills, Certifications & Cultural Competency
 - Explore what skills, qualifications, language proficiencies, or intercultural competencies are valuable for working in the global esports business environment.
4. International Collaboration & BPA Engagement
 - Suggest ways that BPA contestants—through virtual collaboration, team pitches, or academic exchanges—could engage with global esports projects or international student teams.
 - Mention how BPA experiences (e.g., virtual teamwork, project management, or competitions) build relevant capabilities for international esports business engagement.

(V14) Ethical Leadership & Decision-Making Team

Podcast Adopts Aggressive Digital Marketing Strategy. Gael has just been hired as the new digital marketing director for an online podcast called *The Scholar's Roundtable*, where a panel of hosts breaks down and debates new developments in politics, business, and culture in an educational manner.

While the podcast has been around for over 10 years and enjoyed high viewership initially, *The Scholar's Roundtable* is now barely getting enough views and ad revenue to stay afloat.

To solve this crisis, Gael enacts sweeping changes to the podcast's branding and media strategies. He wants to position the podcast as bold, edgy, and rambunctious—a far cry from the podcast's traditionally dry and straightforward educational approach.

Gael starts posting short clips on TikTok and Instagram Reels that are edited to appear as hot takes and heated debate moments from the show. On X and Facebook, he reposts viral memes and engages with followers on the podcast's official accounts. He even gets approval from the hosts to change the name of the podcast from *The Scholar's Roundtable* to *Politically (In)Correct*.

The revamped digital marketing strategy is a success. *Politically (In)Correct* immediately sees a huge boost in viewership and revenue. Gael wants to push this attention-grabbing branding strategy even further by posting even spicier shorts with AI-generated audio and beefing with competing podcasts on social media. He projects that sticking with this strategy for another two years will triple viewership and bring the podcast the best profits it's ever had.

However, the actual hosts of the podcast are concerned that the show is losing its identity amidst all these changes. They meet with Gael to share their feelings. They worry that the clickbait shorts and social media engagement are not an honest reflection of the podcast, and they don't want to feel pressured to change their show's content.

Gael understands where they come from, but he reminds them that without his digital marketing efforts, the podcast cannot stay profitable. He explains that it might not be pleasant, but an impactful, aggressive digital marketing approach is the best way to go.

Who do you think is right:

- Gael or the podcast hosts?
- Should the podcast continue with a very successful marketing strategy, even if it may not be a very accurate representation of the podcast itself?
- How should large organizations position themselves on social media?
- How can they balance ethics and profits in their digital marketing efforts?
- What is the best path forward?

(940) Digital Game Design Team

Embark on a journey to craft a game where interactive storytelling reigns supreme. Your mission: design a narrative-rich adventure that invites players to shape the tale through their choices. Will they be heroes, rebels, dreamers, or something entirely unexpected?

The world you build can echo real-life legends or spring from pure imagination—but it must remain suitable for a school setting. Along the way, players must face **at least four pivotal decisions** that alter the course of their story and determine their final fate. Choose wisely, creator. The fate of your game’s world lies in your hands.

(945) Graphic Design Promotion

Create a themed design package to promote your district or school’s **Career & Technical Education (CTE) Showcase**. Your task includes the following components:

1. **Theme Development**
 - Choose a creative and relevant theme that reflects the importance of CTE in preparing students for future careers
 - Your theme should be engaging for students, families, and community members
2. **Logo Design**
 - Design a unique logo that represents your theme and the spirit of CTE
 - The logo should be visually appealing, easy to recognize, and suitable for use on flyers, social media, and signage
3. **Flyer Creation**
 - Design a flyer to advertise the CTE Showcase event
 - Include key event details (date, time, location, purpose)
 - Make sure the flyer is visually balanced, easy to read, and aligned with your theme and logo

(950) Video Production Team

Create a fun and imaginative **commercial** to market an everyday object of your choice in a creative or unexpected way. Your goal is to entertain, inform, and persuade your audience to want the product—even if it’s something simple like a pencil, water bottle, or backpack!

Your Commercial Must Include:

1. **Voice-Over Narration**
 - Write and record a voice-over that explains the product and its benefits
 - Use expressive tone and pacing to make it engaging and fun
 - You can narrate as yourself or create a character (e.g., a superhero, inventor, or talking object).
2. **At Least One “Live” Recorded Scene**
 - Film at least one scene with real people or props
 - This could be a demonstration, a skit, a funny situation, or a dramatic moment showing how the product solves a problem
3. **Purchase Details**
 - Include information on how someone can buy the product
 - This could be a fictional website, store location, phone number, or QR code
 - Make sure it fits the tone of your commercial—serious, silly, or futuristic!

(955) Website Design Team

Create a biographical style website about a real-life local community leader (past or present). Focus on their journey as well as their impact on your local community. The website must include a landing page and at least three (3) of the following sub-pages:

- Early life
- Education
- Family
- Career
- Significant Contributions
- Awards / Honors / Achievements
- Community Connections
- Philanthropy

(960) Visual Design Team

Design a branding package for a new mobile application called *MindSpark*, created to encourage middle school students to explore creative thinking and problem-solving through daily brain teasers, drawing prompts, and mini challenges. The app should be colorful, imaginative, and suitable for a school setting. Your branding package should include the following deliverables:

1. **Logo Design** – featuring a lightbulb, spark, or abstract symbol that represents creativity and ideas
2. **App Icon** – a simplified version of the logo or a stylized “MS” using bright, energetic colors
3. **Home Screen Mockup** – displaying the app’s main interface, including a daily challenge and creativity
4. **Social Media Advertisement** – a fun and engaging graphic for platforms like Instagram or school bulletin boards, with a call-to-action like “Ignite Your Imagination with MindSpark!”

Ensure all designs are visually appealing, age-appropriate, and encourage creative exploration in a school-friendly format.

(970) Entrepreneurship Exploration

Read the following scenario and create a plan to revitalize your local school spirit store. Please include a plan to boost sales, increase marketing and visibility, connect with not only the school but the local community, and become a success again.

Background. Your school has a small spirit store. It sells things like t-shirts, hoodies, water bottles, and stickers with the school logo. The store is managed by students with help from a teacher advisor, and the money raised goes toward school activities like dances, field trips, and clubs.

In the past, the store was busy, students and families would buy items at lunch or during school events. However, this year, sales have dropped *a lot*.

The Problem. More families are buying spirit wear online from big retailers or custom apparel websites. These online stores offer lots of options, and people like ordering from home. As a result:

- The spirit store has boxes of unsold merchandise.
- Students aren’t excited about the designs anymore.
- The store is only open one day a week during lunch, and many students don’t even know about it.
- Fundraising goals aren’t being met.

(985) Presentation Team

You and your team are interning for your local city council, and they are looking into building a new entertainment venue in their community. This venue can be catered to a variety of things, but not limited to sports, music, theater, or the arts. They have asked you to develop a presentation on the pros and cons of their ideas. Your presentation must include but is not limited to the following: A description of the events the venue will host (ex. games, matches, concerts, local events, etc.). Will the venue replace an existing one or be built in a new location? How will having the new venue affect the local community and surrounding areas? Would the costs of building the new venue outweigh the projected benefits?