



Interactive Application and Video Game Design

Contest Update

- Teams will set up their displays beginning at 8 AM on April 19. Judging will take place beginning at 9 AM on April 19.
- Teams are dismissed once all projects are judged on April 19.
- On April 20, at least one team member must remain with the project from 8 AM to 2 PM. Team members may rotate or take shifts.
- Projects must be dismantled and removed from the competition floor between 2 PM and 3 PM on April 20. Projects not removed by 3 PM on April 20 will be discarded.