

TRIO Quest Activities

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Introduction and Overview

The TRIO Quest is operated by the University of Washington's TRIO Training Program.

Three major student-based activities are included in TRIO Quest: Media Quest, PhotoEssay, and ThinkQuest TRIO.

Media Quest Overview

The Media Quest activity provides multimedia activities for all TRIO students. It is an activity in which students create and post their own individual or team audio or video projects.

Media Quest, with appropriate support and direction by staff and other advisors, is an effective way for students to:

- develop the skills and knowledge to effectively use media for educational or creative purposes
- learn how to find and use cost-effective multimedia tools
- learn to understand issues of intellectual honesty and how to properly cite and ask for permission to use the work of others
- learn how to use multimedia for artistic purposes, to make persuasive arguments, or to support the presentation of research
- learn to understand their audience and responsibly produce material that allows effective communication with diverse groups

PhotoEssay Overview

The PhotoEssay activity provides a short, simple, creative activity for all TRIO students. It is an effective way to:

1. introduce students to the compelling interaction possible between text and image,
2. introduce students to image manipulation,
3. provide students a chance to be published on the Web,
4. promote a better understanding of intellectual honesty and citation, and
5. encourage research, reflection, and creative work by TRIO students.

The Photo Essay is open to all TRIO students in all TRIO programs. It is an activity in which students create their own individual PhotoEssay, with appropriate support and direction by staff and other advisors.

ThinkQuest TRIO Overview

The ThinkQuest TRIO provides a highly motivating opportunity for students under 19 years of age to work collaboratively in teams, to learn as they create materials, and to teach others. ThinkQuest TRIO challenges learners to create high quality, innovative and content-rich educational web sites that meet high standards of intellectual honesty.

The purpose of the activity is to:

- promote learning 21st century research skills and techniques
- encourage original writing, multimedia content creation, and presentation of educational material,
- create the occasion for students to learn collaboration skills, and
- promote the Internet Style of Learning - an interactive, participatory approach that encourages students to take advantage of the Internet as a source of information and a powerful collaborative tool.

Students work in teams of three to six to build web sites that could be used as learning tools by other students.

The backbone of the experience is teamwork, as members bring to their team their talents and desire to learn. A major objective is to introduce students to the challenges of conducting and expressing solid academic research through the exciting tools offered through the web. In this endeavor, students will learn the value of intellectual honesty and the care that needs to be taken to properly cite their

sources and apply the Fair Use Rules to education-based projects. Students and TRIO programs learn to apply the Fair Use standards of using images, audio, text, and other media in an educational project. There should be no advertising on any material that students create. Please see complete TQT rules on Plagiarism and Fair Use Rules in Part E.

ThinkQuest TRIO is an activity open to pre-college students ages 12-19 who are active participants in an Upward Bound, Talent Search, or EOC Program, or under special conditions, another federally funded project serving TRIO type students. There are no fees to participate in the ThinkQuest TRIO activity. Significant resources are available from TRIO Quest to help get students, staff and programs started, provide guidance throughout the process, host students' sites, and acknowledge the top sites of the year.

Part A: 2009 TRIO Quest Schedule and Awards

1. Schedule and Deadlines

Registration is via the TRIO Quest Web site for all TRIO Quest 2009 activities and is available now.

Deadline are: ThinkQuest TRIO August 7, 2009, PhotoEssay top 3 submissions August 10, 2009, and Media Quest submissions August 12, 2009.

Judging of the entries begins immediately after the entry deadline. Judges decisions are announced in the fall.

2. TRIO Quest Awards and Recognition

Top ThinkQuest TRIO (TQT), PhotoEssay, and Media Quest entries will be acknowledged nationally. Regions, states, cities, and programs are encouraged to honor students in their locale. The list of PhotoEssays, Media Quest, and TQT teams that make the semifinals, and higher will be available for each of these geographical areas. The TQT sites, PhotoEssays, and Media Quests of the finalists and other selected entries will be posted on the TRIO Quest web site. TRIO Quest, as stated in the Terms and Conditions, reserves the right to edit or delete portions of the work in order to make it suitable and available for viewing on the TRIO Quest web site.

For the PhotoEssay and Media Quest, there may be an announcement of the best in the Middle School, the High School, and the Postsecondary divisions. The grade level of students is determined by their grade level as of April 1, 2009 with the exception of students who graduate from high school in the spring of 2009 and complete an activity during the following summer; these students will be considered Postsecondary.

For ThinkQuest TRIO, the highest achieving Middle School and New Program to ThinkQuest TRIO may be named in addition to the Best of Contest. A team is considered to be in Middle School if the oldest student on the team is 15 years old or younger of April 1, 2009.

The Dr. Earl V Farrow Award is designed to encourage and support students as they pursue their educational dreams. This may include travel for educational purposes, scholarships, or other academic support.

All entries in ThinkQuest TRIO are hosted on the ThinkQuest International servers of the Oracle Education Foundation and all entries are encouraged to enter the ThinkQuest International Competition. Information and support is available by contacting trio@u.washington.edu.

Part B:
Media Quest Rules
An Internet Challenge for All TRIO Students

1. Schedule and Deadlines

Registration via the TRIO Quest Web site for TRIO Quest 2009 activities is available in January 2009.

Entries for the 2009 TRIO Media Quest must be completed and submitted no later than the entry deadline of 12:00 PM (noon) Eastern Daylight Time, Wednesday, August 12, 2009.

Online judging of the entries begins immediately after the entry deadline. Judges decisions will be announced in the fall.

For registration and submission process, please go to the Step-by-Step guide for each activity.

2. Student Eligibility

In order to participate in Media Quest, a student must be an active participant in a TRIO Program--EOC, McNair, Student Support Services, Talent Search, Upward Bound (classic, math/science, or veterans) or in a federally funded project serving TRIO type students. Students create individual or team entries and must have an active e-mail address that can be used for communication with the TRIO Quest staff.

TRIO program staff may provide a structure, resources, guidance, encouragement, and comments to students as they create their Media Quest entry and help students locate human, technical and information resources in support of their efforts.

3. Qualities of the Entry

- The Media Quest entry is limited to either audio or video.
- The Media Quest entry, including subject, content, and language, must be appropriate for viewing by students age 12 and above.
- For the security of the students under 18, personal information such as a student's last name, email address, and school name may not appear in the entry.
- The Media Quest entry must be intellectually honest. (See Program Responsibility in Part F.) Students **must credit all participants and properly cite and obtain permission for any materials they did not create.**
- Programs and students must be especially careful of the use of non-original music. TRIO Quest strongly encourages the use of original music. If this is not possible, Fair Use Guidelines for the inclusion of music must be honored and a proper citation given. If music is used which is not original and is stated to be without copyright, this must be stated in the Citation section of the production.
- Media Quest Requirements for Audio or Video Challenges
 1. Video Challenge has three categories: Public Service Announcement, Creative Original Video, or Documentary.
 2. Audio Challenge has three categories: Public Service Announcement, Creative Original Audio, or Documentary.
 3. Students must complete the online form for the Media Quest activity. This form includes an online statement signed by student(s) and the Program Contact that assures the originality of any work not cited or with permission for use documented.
 4. Audio may be in any language but a translation must be provided in English.
 5. Productions must be 3 minutes or less – anything longer than 3 minutes will not be judged.
 6. Only the following file formats will be accepted: Windows Media, Flash, MP3, or QuickTime
 7. The maximum file size for an entry is 100MB.
 8. All entries must be submitted by uploading to the TRIO Quest server by 5PM PDT August 12, 2009.

Part C:
PhotoEssay Rules
An Internet Challenge for All TRIO Students

1. Schedule and Deadlines

Registration via the TRIO Quest Web site for TRIO Quest 2009 activities is available at January 2009.

Entries for the 2009 TRIO PhotoEssay must be completed and submitted no later than the entry deadline of 5:00 PM Pacific Daylight Time, Friday, April 10, 2009.

Online judging of the top 3 entries from each program begins immediately after the entry deadline. Judges decisions will be announced in the fall.

2. Student Eligibility

In order to participate in PhotoEssay, a student must be an active participant in a TRIO Program--EOC, McNair, Student Support Services, Talent Search, Upward Bound (classic, math/science, or veterans), or in another federally funded project serving TRIO type students.

TRIO program staff may provide a structure, resources, guidance, encouragement, and comments to students as they create the PhotoEssay and help students locate human, technical and information resources in support of their efforts.

3. Qualities of the Entry

- The PhotoEssay must be appropriate for viewing by students age 12 and above.
- For the security of the students under 18, personal information such as a student's last name, email address, and school name may not appear in the PhotoEssay if it is published on the TQ web site.
- The PhotoEssay must be intellectually honest. (See Program Responsibility in Part F.)
- All materials the students create must be free of advertising.
- The media included in the PhotoEssay should be able to be viewed on different browsers and platforms and at different connection speeds.
- The PhotoEssay is submitted as a Word or PDF document. The document must not exceed 200K and must include all elements below:
 - Document Title
 - Image(s)—maximum of 3 (<50KB/image)
 - Text, minimum of 100 words (poetry may be less)
 - Reference and Citations (image source reference and text references)
 - Categories, select one:
Creative writing (poetry, short story, or other), Autobiographical writing, Opinion, Research, or Other

Part D:
2009 ThinkQuest TRIO Rules
An Internet Challenge for TRIO Students 12 Through 19 Years Old

(Rules comply with the Oracle Education Foundation's Rules for the 2009 ThinkQuest Competition; please see complete rules at <http://www.thinkquest.org/>)

1. Schedule and Deadlines

Registration for ThinkQuest TRIO 2009 Local Competition is available January 5, 2009.

Entries for ThinkQuest TRIO 2009 must be completed and submitted no later than the entry deadline of 5:00 PM Pacific Daylight Time, Friday, August 7, 2009.

Online judging of the entries begins immediately after the entry deadline. Judges decisions will be announced in the fall.

For registration and submission process, please go to the Step-by-Step guide for each activity.

2. Student Eligibility and Team Makeup

In order to participate in ThinkQuest TRIO, a student must be an active participant in an Upward Bound, Upward Bound Math/Science, Talent Search, or EOC program (an EOC student must meet the age criteria to participate), or under special conditions, another federally funded project serving TRIO type students. A team consists of three to six students and two coaches (a Primary coach and an Assistant coach.) Student members do not have to be the same age, be enrolled at the same school, or be from the same TRIO Program. In fact, students are encouraged to form teams and collaborate (via the Internet) with students from other programs.

Each student team member must make significant contributions to the success of the team and be a full participant in the development of its entry. Coaches, in support of students' efforts, may help with team formation, provide guidance and encouragement, help students locate human, technical and information resources, help students with final uploads as well as help to manage the creation of student sites. Only student team members may work directly on the entry. All coaches and team members must have an active e-mail address that can be used for communication with the ThinkQuest TRIO staff. If any submitted information about a team member is found to be intentionally misrepresented, the team will be disqualified.

A student is eligible if he or she is:

- 12 to 19 years of age on April 1, 2009,
- not registered solely as a full-time student in an institution of higher learning (concurrent enrollment in secondary school and postsecondary is permitted),
- on active status in a currently funded Upward Bound, Upward Bound Math/Science, EOC or Talent Search Program, and enrolled at the elementary through secondary school level (or equivalent).

Restrictions:

- a student cannot be a member of more than one ThinkQuest TRIO team during one year,
- a team may have no more than one student who has been a member of a ThinkQuest TRIO Finalist Team or Oracle ThinkQuest Finalist Team.

A primary coach is eligible if he or she is:

- an employee of a TRIO Program
- is over the age of 21 on the ThinkQuest TRIO application deadline date.

An assistant coach is eligible if he or she is:

- an employee of a TRIO Program
- is over the age of 18 on April 1, 2010 .

3. Qualities of the Entry

- The site *must be an appropriate educational site* and must not contain objectionable material for viewing by 12 – 19 year olds in all TRIO Programs. Programs must monitor the selection of topics by teams and review the written content and media to assure that the diverse values and cultures represented in TRIO are respected.

- The site *must clearly indicate the educational objectives or purpose* of the site and *indicate the intended audience*.
- For the security of the students, personal information, including students' last names and student email addresses or personal contact information must not appear on the site.
- The site *must be intellectually honest*. (See Program Responsibility in Part F.)
- The total size of the site may not exceed 100 mb. Students may temporarily upload media files to the servers but *need to remove unedited material within a week*. Students need to save their original media folders on servers other than the one provided for this activity. Final edited versions of media should be the only files that remain on this server.
- All website content must be uploaded through the ThinkQuest TRIO portal of the Oracle Education Foundation; i.e., no portion of content (including multimedia, game files, guest books, blogs, and other hosting services) can be hosted on an external server (e.g., You Tube, Quia, etc). Students may provide outside links as resources, but judges will not judge outside links as content.
- Websites may not contain any commercial content that promotes the sale of a product or service either directly via the Website or via hyperlinks to external sites. Commercial content includes but it not limited to logos, brand names, slogans, text, images, videos, or any type of multimedia file(s).
- Websites must be built to run within a browser based on the following guidelines:
 - browser-based technologies such as Flash, Java script, dhtml, style sheets, and applets **are supported**;
 - and server-based technologies such as PHP, Perl, SSI, Java, CGI and FrontPage extensions **are Not supported**
- The site must be able to be viewed on different browsers (including IE version 7, Firefox version 2, and Safari 3.1), and platforms (including Mac and PC) and at different connection speeds. Teams are encouraged to test their Websites on a variety of machines and browsers.

Part E:

TRIO Quest Plagiarism and Fair Use Best Practices

The Educational Multimedia Guidelines

Adapted from the University of Maryland University College & Recommended by Turnitin.com

The guidelines provide guidance for the use, without permission, of portions of lawfully acquired copyrighted works.

Definitions

- The guidelines are intended to apply to educational multimedia projects that incorporate educators' original material, such as course notes or commentary, together with various copyrighted media formats, including motion media, music, text material, and graphics illustrations.
- The guidelines are voluntary and do not have the force of law.
- If you follow the guidelines, it is highly likely that your use is fair use.
- The guidelines are safe minimums.
- The newly created work that includes copyrighted material may only be used for learning activities. Other uses, such as selling the work commercially, require permission.

Student Guidelines

- Students may incorporate portions of copyrighted materials when producing a project for a specific course but only with proper citation.
- Students may perform and display their own projects and use them in their portfolio or use the project for job interviews or as supporting materials for application to educational institutions.

Types of media and permissible amounts (percentages refer to the percent of the specific original work) that may be used with proper citation on the first page in which it is referenced and on a references page

- Motion media:
 - Up to 10 percent of the total of the original or three minutes, whichever is less.
- Text material:
 - Up to 10 percent of the total of the original or 1,000 words, whichever is less.
 - An entire poem of less than 250 words may be used, but no more than three poems by one poet or five poems by different authors in an anthology. For poems exceeding 250 words, 250 words should be used but no more than three excerpts from one poet or five excerpts from different poets in the same work
- Music, lyrics, and music video:
 - up to 10 percent of the work but no more than 30 seconds of the music or lyrics from an individual musical work.
- Illustrations or photographs:
 - no more than five images from one artist or photographer.
 - no more than 10% or 15 images, whichever is less, from a collection.
- Numerical data sets:
 - up to 10 percent or 2,500 fields or cell entries, whichever is less, from a copyrighted database or data table.
- Copying of a multimedia project:
 - no more than two copies may be made of a project.

If one goes beyond Fair Use Rules, permission is required.

NOTE: Any student in ThinkQuest TRIO who anticipates being part of a team submitting a web site to the Oracle ThinkQuest International should be aware that Oracle requires permission be obtained for all copywritten material. See these rules at <http://www.thinkquest.org>

See a Checklist for Students with Fair Use Guiding Questions on our web site.

Part F: Program Responsibility

Program Responsibility

Plagiarism is not tolerated. All text, lyrics, photographs, graphics, sound, music, animations, or video taken from another source must be cited and applied to Fair Use Best Practices. Please see Plagiarism and Fair Use Best Practices in Part E.

In Media Quest, credits must be given for all participants as well as for any outside resources used.

In PhotoEssay the quotation and reference must be provided as close as possible to the material and must be cited properly at the end of the writing.

In ThinkQuest TRIO the source must be quoted and/or parenthetically cited on the page in which it appears AND linked to a full citation on a reference page.

Each program needs to carefully review the Terms and Conditions and pay special attention to assuring that the work of the students is intellectually honest and that sources are properly cited. Programs should review the guidelines posted on this web site for Fair Use of text, images, sound, and other media.

To underscore the importance of Intellectual Honesty, as part of the judging process, all entries will be submitted to turnitin.com for an originality report.

Programs need to assure that the topic and content are appropriate for a diverse group of students in this age group and that personal information about the students does not appear on the activity.

Programs need to assure that the appropriate person has clicked the Submit Button before the deadline.

It is the program's responsibility to copy any student work before the final submission if the program wishes to have a record of the site or to post it on their program's server. Only the finalist teams may be hosted on the TRIO Quest site.

For secondary level programs working with students under the age of 18, programs must have on file a parental permission form for each student who participates in TRIO Quest. (This may be a part of the general permission given to participate in the TRIO program's activities if TRIO Quest is specifically referenced.)

Last updated May 20, 2009