

# October Fair Director Meeting

October 17, 2023

# AGENDA

- AzSEF 2024 Details
- Participant Qualification Requirements
- Elementary & Junior Division Information
- Senior Division Information
- A Look Back & A Look Forward

# AzSEF 2024 – New Location!

- **AzSEF 2024**

- Location – Mountain America Stadium in Tempe, AZ  
(i.e. Sun Devil Stadium)
- Date: April 4 -6, 2024
- Elementary & Junior Divisions –  
Thursday, April 4, 2024
- Senior Division – Friday, April 5,  
2024
- Awards Ceremony and Public  
Viewing – Saturday, April 6, 2024  
at Arizona Science Center



## Important Dates

**February 5, 2024:** Registration Opens

**March 6, 2024:** Last day for a qualifying school, homeschool, district, or regional fair to be completed in order for students to register for AzSEF

**March 15, 2024:** Registration Closes

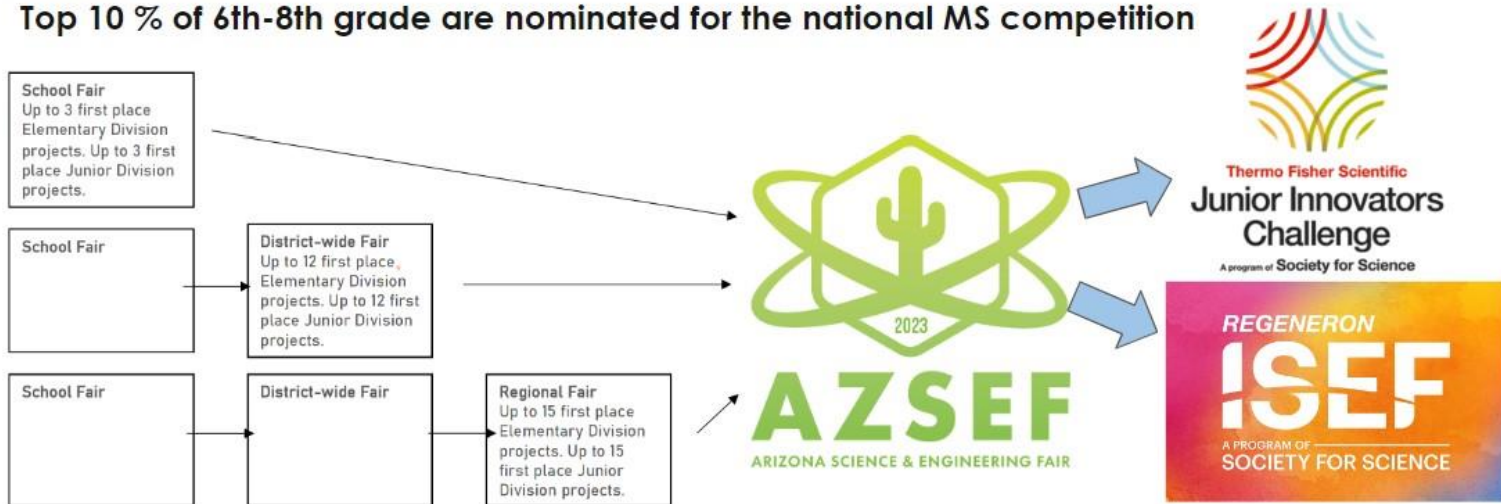
**April 4, 2024:** Elementary and Junior Division Judging and Interviews

**April 5, 2024:** Senior Division Judging and Interviews

**April 6, 2024:** Awards Ceremony & Public Day Event



- AzSEF is the state science fair for Arizona.
- First-place winners from school, homeschool, district, county, and regional science fairs across Arizona
- Top winners from the Senior Division move on to Regeneron International Science & Engineering Fair
- Top 10 % of 6th-8th grade are nominated for the national MS competition



- **Platform:** zFairs - registration, project uploads (Sr. Division only)
- **Project Requirements** – Same as in 2023
- **Communication:** Emails and updates from Beth Nickel at Arizona Science Center OR [AzSEF@azscience.org](mailto:AzSEF@azscience.org)

**All forms, guidelines, and other information can be found at [azsef.org](http://azsef.org)**

- **IRB/SRC** approval prior to beginning any projects dealing with human subjects, vertebrate animals, and/or any potentially hazardous biological agents. This includes surveys.
- Questions or approval:  
[azsefsrc@azscience.org](mailto:azsefsrc@azscience.org)
- **Grades 5-8 Research Plan and SRC Approval Form**
- [Display & Safety](#)

## Project Requirements

### [Elementary & JR Divisions](#) [Project Requirements](#)



# Senior Division Information

- IRB/SRC approval prior to beginning any projects dealing with human subjects, vertebrate animals, and/or any potentially hazardous biological agents. This includes surveys.
- Questions or approval:  
[azsef\\_src@azscience.org](mailto:azsef_src@azscience.org)
- [ISEF Wizard](#)
- [Display & Safety](#)
- [Project Requirements](#)
- Required Paperwork, per ISEF Wizard
  - Physical Project Board
  - Digital Project -PDF of no more than 12 slides
  - Quad Chart
- [Optional](#)
  - Project Video - 2 min. Max
  - Demonstration video - 1 min max
  - Lab notebook excerpt - 4 page max, PDF
  - Research Paper



## New Category in 2024!

### Technology Enhances the Arts TECA

The use of technology to ignite new concepts, visualization tools and/or media to enhance our enjoyment of the art.

#### Subcategories:

- Display Technology (DSP)
- Human Information Exchange (HIE)
- Music and Image Manipulation (MIM)
- Games (GAM)
- 3D Modeling (MOD)
- Engineering Effects (ENG)
- Other (OTH)

- **Display Technology (DSP):** New presentation technology to enhance the realism and excitement in entertainment.
- **Human Information Exchange (HIE):** Technologies that enhance linguistic communications between people to include languages, interpretations, and narrations.
- **Music and Image Manipulation (MIM):** The use of waveform manipulation technology to create, enhance or improve the enjoyment and/or selection of music or images.
- **Games (GAM):** Technology that creates or enhances the interactive sensory environments for competition.
- **3D Modeling (MOD):** Technologies based on additive processes to produce new 3D art works.
- **Engineering Effects (ENG):** The use of autonomous devices to enhance the human artistic experience.
- **Other (OTH):** Studies that cannot be assigned to one of the above subcategories. If the project involves multiple subcategories, the principal subcategory should be chosen instead of Other.
- *Note: for technologies not designed for artistic purpose please look to other categories, such as **System Software (SOFT)**, **Robotics and Intelligent Machines (ROBO)**, etc.)*



## AzSEF 2023 Highlight Video

- **AzSEF 2023 BY THE NUMBERS**

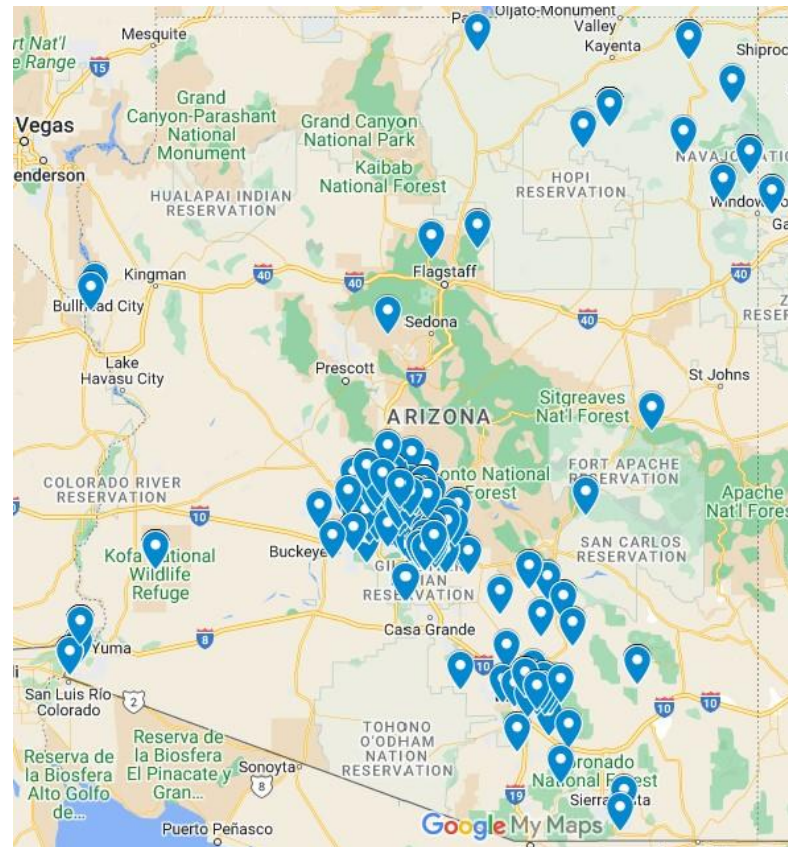
- 675 students

- 481 projects

- 125 schools

- 285 Judges & Volunteers

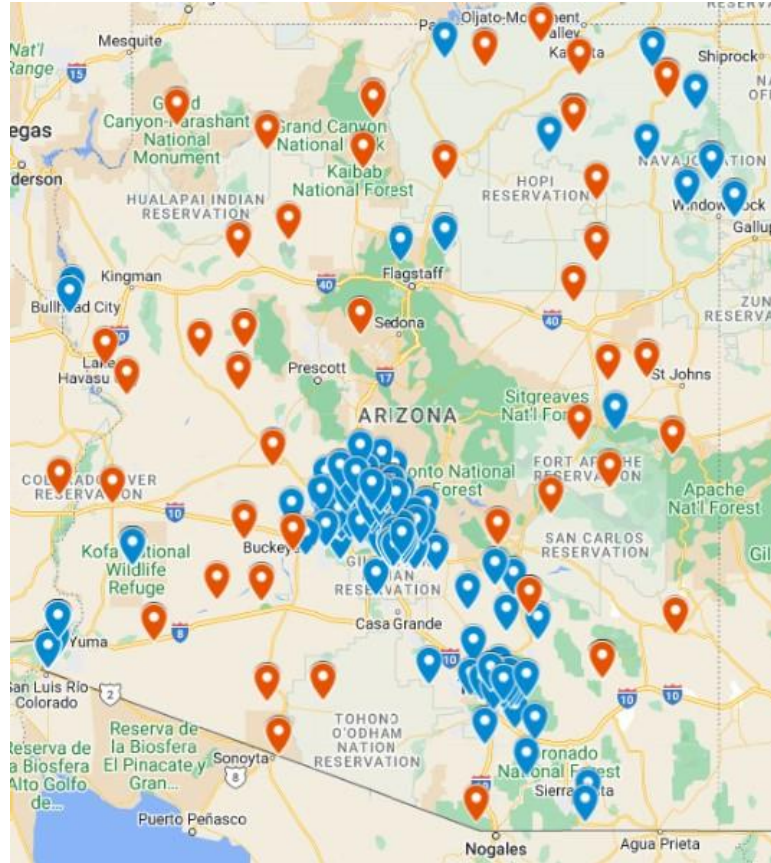
- 100+ organizations



# A Look Forward

## Expanding AzSEF's Impact

By 2027 We would love to have participants from all regions of the state!





# Questions?