



**Enroll
Today**

ThinkQuest

International Competition 2011

ThinkQuest Projects

Digital Media

Application Development

The ThinkQuest International Competition challenges students to solve a real-world problem by applying their critical thinking, communication, and technology skills. Participants may enroll in the following competition events: ThinkQuest Projects, Digital Media, and Application Development.

ThinkQuest Projects Event

Age Divisions: 19 and under, 16 and under, & 12 and under

Participants will use ThinkQuest Projects, a hosted environment where students produce web-based learning projects, to create their entry.

Teams will define the problem they intend to solve and create a ThinkQuest Project that presents their solution and the process they followed to develop their solution.

Digital Media Event

Age Divisions: 19 and under, 16 and under, & 12 and under

Participants will use digital media tools to produce a blog/journal, website, animation, public service announcement, photo essay, video, or some combination of these items.

Teams will define the problem they intend to solve and produce an entry that presents their solution and the process they followed to develop their solution.

Application Development Event

Age Divisions: 22 and under, 19 and under, & 16 and under

Participants will develop a web-based application or game using their choice of programming language from a select list.

Teams will define the problem they intend to solve, produce an application that elegantly solves that problem for users, and present the process they followed to develop their solution.

Entries in all events must be submitted in English.

Calendar

- **Competition Opens: August 25, 2010**
- **Entry Submission Deadline: April 27, 2011**
- **Winners Announced: Scheduled for June 22, 2011**

Prizes

- **Laptop computers**
- **Trip to ThinkQuest Live, USA**
- **School/Organization Awards**

"ThinkQuest has profoundly changed my classroom. It enables students to collaborate on authentic problems and interact with the community. They learn important 21st century skills, such as how to engage in digital conversations, create valuable shared content and find partners beyond their borders."

Jeanne Paulus, Teacher, United States



Challenging students globally to think, create, and innovate.

Learn More: www.thinkquest.org

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