



IOWA STATE UNIVERSITY



IT-Olympics Schedule

April 21, 2017

8:30 a.m. Doors Opens – Hilton Coliseum opens for school registration.

11 – 4 p.m. The Games Begin – Cyber defense, Robotics, Multimedia and App development competitions get underway; Corporate & College partner booths open.

4 – 5 p.m. Pizza and drinks

4:30 – 6 p.m. Guest Speaker

6 p.m. Doors Close

April 22, 2017

6:30 – 8:30 a.m. Pancake Breakfast

7 a.m. – 3 p.m. Final Rounds – Cyber defense, Robotics, Multimedia and App development competitions move to final phases; Corporate & College partner booths open

8:45 – 9:45 a.m. Guest Speaker – for teachers & mentors – location TBD

3 p.m. Community Service Finalist Presentations

4 p.m. Awards Ceremony

5 p.m. Travel Home Begins

Competition

Venues

Application Development
Cyber Defense
Multimedia
Robotics

Community Service Project
(required for schools)

47 Iowa

School and Organizations participating

Competition Components

Teams in each venue will be judged on
Primary Competition
Real-time Competition

The Goal of

HyperStream and Iowa State University is to promote interest and exploration of information technology in Iowa youth. Through forming clubs in the fall and with the help of advisors and mentors, a yearlong non-classroom learning environment is established with hands on and experimental technology. Club members begin to build team relationships, and team participation at the spring competition, IT-Olympics.