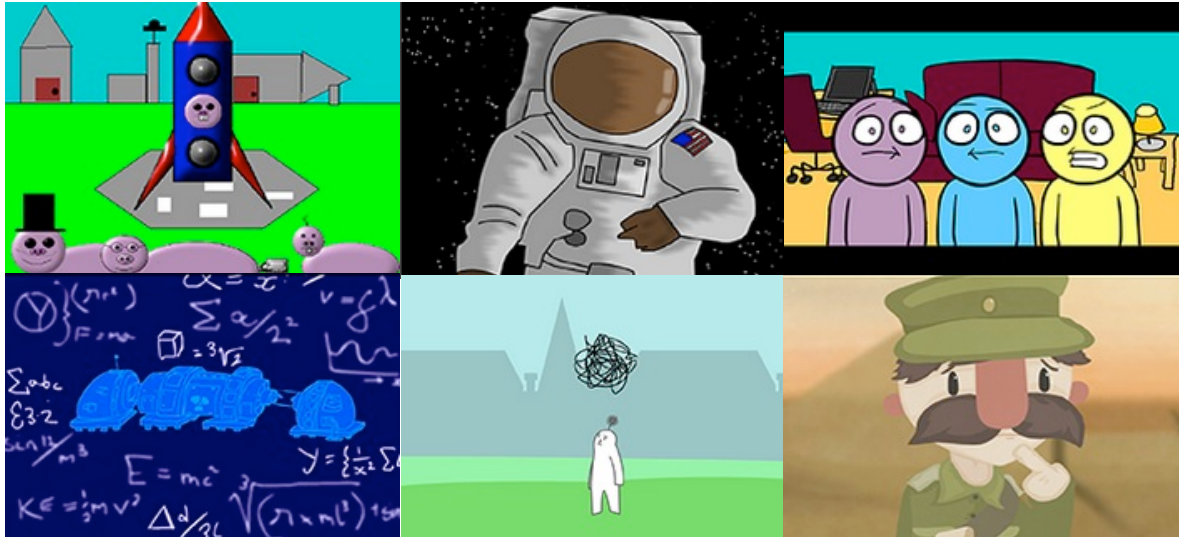# Animation14 - the 7th Annual UK Schools Computer Animation Competition, has launched!

Open now for teacher registration, at http://animation.cs.man.ac.uk

Above: some of the winning entries from the 2013 competition.

Animation14 is open to all UK schoolchildren aged 7-19.

Animation14 is a free-to-enter, not-for-profit competition run by The University of Manchester, to enthuse young people about Computer Science. Teacher registration is free and carries no obligation. All registered teachers will receive free colour A2 Animation14 posters for their school, to be sent out in November.

Entrants can create their animations (maximum duration: 1 minute) using any of the following programs: Alice, Scratch, Adobe Flash, Serif: Draw Plus, KoolMoves, SWiSH Max4, Blender, Autodesk 3DS Max and Maya.

There are great prizes, awarded at the Animation Festival and Inspirational Computer Science Day held at The University of Manchester on 11 July 2014.

Last year's Animation13 competition has over 1,125 entries from 155 schools across the UK. We awarded prizes to 41 students from 24 schools. You can see all the winning entries, and photos from our Awards and Inspirational Computer Science Day at http://animation.cs.manchester.ac.uk.

Deadline for submitting entries: 28 March 2014   **Animation Festival:** 11 July 2014

Quotes

The Animation14 team is led by Toby Howard, Director of Undergraduate Studies at the School of Computer Science at The University of Manchester (http://www.cs.man.ac.uk/~toby) who says:

"The animations might tell a story, or explain or demonstrate a topic or idea. All we ask is that the animations must be inspired in some way by the curriculum - but the only limits are students' imaginations.

continues...

"Since the launch of the first stored program computer at the University of Manchester over 60 years ago, computing has progressed at an incredible speed.

"That progress is continuing to accelerate and it is certain computing will change the world even further over the next sixty years.

"We need to encourage the brightest and the best of the young generation to engage in the challenges facing computing - not just to use computers, but to invent the next generation of hardware and software.

"We hope this competition will go some way to raising the profile of computer science amongst children in a fun and exciting way."

Animation14 is funded through the generosity of

AUTODESK. Microsoft Research *EA*

And in association with **CS4FN** Computer Science For Fun

We also thank all our sponsors to date: BBC, Computing at School, EPSRC, Google, Granada Foundation, NESTA.

Download logos

http://animation14.cs.manchester.ac.uk/press-and-publicity

Winning entries from the 2013 competition

http://animation14.cs.manchester.ac.uk/gallery/winners

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