Get a chance — Publish your own story in the COMnPLAYER APP — **WIN** GREAT PRIZES!

DEADLINE TUESDAY **31** MARCH 2020

COM n PLAY SCIENCE

COMnPLAY SCIENCE CONTEST

GET YOUR STORY PUBLISHED IN THE COMNPLAYER APP AND WIN SOME GREAT PRIZES!

https://comnplayscience.eu/contest

Interview someone who is involved in science, coding or making and send us your questions and answers. **5 winning interviews** will be turned into illustrated stories by a professional graphic artist and added to the **COMnPLAYer app** along with credit to their creators. The winners will receive a printed version of their story signed by the graphic artist and the following prizes:

■ **Most inspiring interview**
Microsoft Surface Go - 64 GB
+ Surface Go Signature Type Cover + Surface Pen

■ **Most creative interview**
Microsoft Surface Go - 64 GB
+ Surface Go Signature Type Cover + Surface Pen

■ **Winner in the category "16+" (years old)**
Microsoft Surface Go - 64 GB

■ **Winner in the category "12 - 16"**
Microsoft Surface Go - 64 GB

■ **Winner in the category "under 12"**
Microsoft Surface Go - 64 GB

How to Participate

Step 1. Use the COMnPLAYer app to read all the currently available stories.

▸ Android version on Google Play: https://play.google.com/store/apps/details?id=at.comnplay.micro

▸ Web version: https://comnplay.app.ovosplay.com/#/login

Step 2. **Interview someone who is involved in science, coding or making**. During your interview do not forget to ask the following 3 questions:

1. What is your interest/passion in science/coding/making?
2. Who or what inspired you to get involved with this topic?
3. How did you get to where you are today?

Additionally, take a portrait photo of the person you are interviewing and a second photo showing them at work or presenting their passion. Take also a photo of yourself.

Step 3. **Fill in and submit the online contest form** until midnight (CET) on **31 March 2020.** Entries can be submitted in one of the following languages: English, Dutch, Finnish, German, Greek, Norwegian, Spanish, and Swedish.

The **winners will be announced in the contest's web page on 15 June 2020** and will also be notified via email. The contest is open to anyone, including but not limited to children, adults, schools, families, youth groups, scientists, engineers, academics. To be eligible, entrants must:

- be 18 years old or, if under 18, must have permission to enter the Contest from a parent or guardian;
- be a legal resident of one of the Member States of the European Union or an Associate Country at the time of the award decision.
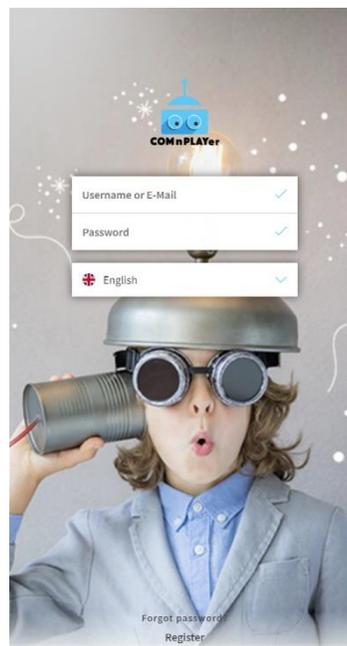
For detailed information about the contest and its rules, please visit the following web page:

https://comnplayscience.eu/contest

About the COMnPLAY SCIENCE project & the COMnPLAYer app

COMnPLAY SCIENCE is an EU-funded project designed to support young people's engagement with science and aims to help Europe better understand the new ways in which non-formal and informal science learning is taking place through various coding, making, and play activities.

The project has created the **COMnPLAYer app** which helps children discover and learn about science and enables them to have their say on what it actually means to them. The app includes a series of entertaining stories featuring Steamo, the quirkiest AI Life Coach in the world! The stories build on the principles of science capital - what you do, who you know, what you know, and how you think. The stories link to quizzes which encourage users to reflect on their own science capital, and their responses will help COMnPLAY researchers to explore the ways in which young people from across Europe view science.

Project Web Site: http://comnplayscience.eu   Facebook: https://fb.me/ComNPlayScience