



GMIS VIRTUAL COLLEGE BOWL
HANDBOOK
Spring 2021



GMiS Virtual College Bowl Handbook

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I. Overview

Welcome to the Great Minds in STEM (GMiS) College Bowl: an interactive event designed to showcase students' creativity, provide corporate visibility, and establish relationships that go beyond first impressions. Throughout the College Bowl competitions, the students and industry representatives develop a sense of trust and familiarity, which provide an excellent basis for fostering creativity, team spirit, and leadership. GMiS has conducted the College Bowl since 2000 in association with the GMiS Conference.

In response to the current Covid-19 pandemic and restrictions for in-person events, GMiS is pleased to introduce the virtual College Bowl (v-CB) Competition, designed to continue offering students and sponsors the same exceptional experience. This document outlines the guidelines, rules and procedures for the virtual College Bowl and applies to all aspects of the event.

Similar to the in-person event, the virtual College Bowl is carefully mapped to introduce, enhance and reinforce the importance of leadership and marketing skills in the career search process. The virtual College Bowl is designed to enhance the employment search experience by allowing representatives to work and mentor students in a comfortable, interactive environment. This allows the students and representatives to identify and pre-screen one another in support of future employment opportunities.

II. Roles/Responsibilities

The section below discusses the roles and responsibilities of the students, coaches, judges, and Commissioner in the virtual College Bowl.

A. Students

Role – The College Bowl is designed for students learn the importance of developing the “soft skills” vital to a successful career while working in a fun, positive setting. They should be encouraged to be creative and enthusiastic and yet, remain respectful of everyone. Through their work on newly formed teams, they will have opportunity to explore their leadership skills. The dynamics of the teams are such that there will be those who will quickly assume the leadership roles, while others may be happy to be in a supportive role. Nonetheless, all members are encouraged to contribute to the success of the team, and to do their best to participate in all activities. The final score for a round of competition is based on the participation of all team members.

Students will have the opportunity to participate in two sponsor teams. By creating this opportunity, students will be able to learn from different leadership styles exemplified by their coaches. In addition, they will be able to network with STEM professionals and learn about career and networking opportunities. In many cases, mentorship relationships will develop between the students and coaches past the College Bowl experience.



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B. Coaches

Role - A coach will guide a team throughout the College Bowl, using his/her creativity, insight and experience. The coach's role shifts throughout the College Bowl, as he/she may serve in the capacity of a mentor, a sponsor representative, a leader, facilitator and/or cheerleader.

A coach must always remember that his/her team and the other College Bowl players are watching his/her behavior and approach. A coach is encouraged to have fun with the students but should be careful to not support poor sportsmanship or improper content in the skits.

Each team will have one designated lead coach and one assistant coach. The assistant coach will serve in the same leadership and facilitator role as the head coach and is there to support the direction set by head coach. Assistant coaches are required to follow the same guidelines and rules associated with the coaches. Once the coaches have been designated, no substitutions are allowed so that the relationships formed with the students are not disrupted.

Duties - Coaches are responsible for providing their teams with accurate information, guidance and direction on the tasks associated with each competition. Coaches are responsible for the team's compliance with all rules and time limits. Coaches must make sure their teams work within the scheduled time between coaching and planning sessions. Penalties will be assessed in the event of rule, time limit and submission deadline violations. Coaches are the only ones allowed to file a protest with the Commissioner.

For the virtual College Bowl, a coach and assistant coach will be working with two different teams of students. The first team will consist of up to 10 students and will compete under the leadership of the coach and assistant coach in Competition Rounds #1 and #2. Upon completion of these two rounds, the coach and assistant coach will be provided a roster of the second team, also consisting of up to 10 new students. The students on the second team will be completely different than those on the first team and will lead by the coach and assistant coach through Competition Rounds #3 and 4. The objective for assigning to two different teams is to increase the number of opportunities for students to interact with different sponsor representatives.

C. Judges

Role - All company and agency team sponsors must provide a representative to serve as a judge. This allows for fair and balance scoring of the competitions. A judge's role is to score each team competition using the online scoring tool provided by GMiS.

Duties – In the College Bowl, teams are paired off by twos for a given round of competitions. The scores provided by the judges will determine the winner for each team competition pairing through the tallying of the total points scored by each team. The Commissioner will announce the team winners for each pairing by posting the win/loss records on the College Bowl portal. The actual scores will not be published or made public to the participants of the College Bowl.



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Assignment - Judges may not score their respective team(s) for a team competition (i.e., a Team A judge cannot score Team A). For each round of competition, specific virtual auditorium assignments will be made so that no judge is able to score his/her respective company team(s). In the case of a sponsor having two teams, neither judge will be able to score either sponsor team.

Participation in Competitions- Judges are not allowed to participate in any aspects of the competitions, including when the team is working with its coaches and preparing for a required submission.

D. Commissioner

Role - The Commissioner moderates all the competitions and sessions and is responsible for keeping the students involved and always engaged. The Commissioner presides over the formation of the teams and ensures that every participant is assigned to a team once the process is complete. The Commissioner has exclusive control over the schedule, timing, and content of the v-CB. The Commissioner will keep the College Bowl on schedule and determine changes as appropriate to stay within the time allotted. While it is the Commissioner's role to keep the atmosphere of the College Bowl lively and fun, all participants are encouraged to dance, sing, cheer or get loud at their discretion.

Mediation - All disputes, complaints and protests should be directed to the College Bowl Commissioner. In the event of a formal complaint, the resulting decision by the College Bowl Commissioner is final and cannot be protested or contested.

III. Team Formation Process

For the virtual College Bowl, students and coaches will be involved in a fun, new match making process to support the online setting. The process will start by inviting coaches to create a short, fun, creative video of themselves showcasing why students would want to be on their team. The videos will be no more than 2 minutes and will focus on the coaches encouraging students to be on their team.

These videos will be posted on the College Bowl Portal for all students to view. Students will be invited to submit their team preferences upon viewing the videos. Using the preference information, MarKon will use a team formation algorithm to assign the students to the teams. The goal is for every student to be on a team that was on his/her preferred list, whether on their Team #1 or Team #2. This process will be used to prepare the rosters for the two sets of teams.

IV. Official Team Rosters

An official roster for each team is needed to properly document and recognize the student participants. These rosters are used to officially recognize and award prizes to the members of the winning teams.



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Prior to the start of Pep Rally #1 of the virtual College Bowl, the coaches will be provided with access to his/her team roster containing the names, emails and cell phone numbers for the members. After Competition #1 concludes, the coaches will be asked to submit any corrections or adjustments to the information. The submitted roster will serve as the official roster for Competitions #1 and #2.

Prior to the start of Pep Rally #2, the coaches will be provided with a new roster for the second team they will be coaching. After Competition #3 concludes, the coaches will be asked to submit updates or adjustments to the roster. This submitted roster will serve as the official roster for Competitions #3 and #4.

V. Competition Categories

The virtual College Bowl will offer students the opportunity to engage in two competition categories: at a team level and at the individual level. The purpose of the team competitions is to offer students an opportunity to showcase their teamworking talents and to engage with professional representatives serving as coaches. For the individual category, the activities selected are designed to reward creativity, curiosity and thoroughness. More information on the guidelines for the team and individual competitions is presented in the Scoring Section of this document.

A. Team Competitions

Assignments - Team competition assignments will be distributed to the coaches prior the start of each round of competition through the College Bowl portal. No materials or handouts can be provided or should be requested in advance of the respective competition. This ensures that all teams have equal opportunity to respond to the assignment without an unfair advantage.

Time Requirements - All activities associated with a competition have time requirements, and a team will be penalized for exceeding or not meeting the time limits outlined. The College Bowl auditorium leaders will document when a time violation occurs. The penalty deduction will be made from the final average score for the round in which the penalty was accrued.

Resources – For the virtual College Bowl, students can use props in their preparation of their final product to be submitted for a competition. Team members can use the Internet as a resource for the competitions.

Coaching Period -Coaches will be allowed to work with their teams as designated by the Commissioner once the assignments have been distributed. Coaches are allowed the allotted time noted on the competition description to help the team develop their strategy in response to the assignment. Failure by a coach or assistant coach to follow the time coaching guidelines and submission deadlines for his/her team, will lead to penalty points to be deducted from the team's final average score for that round.

No additional staff (outside of the coach or assistant coach) can work with students on the team at any time during the virtual College Bowl competitions. Due to the virtual setting, coaches will need



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to adhere to this requirement on the honor system and demonstrate strong ethical principles to their students.

Participation by Coaches and Assistant Coaches - Coaches and assistant coaches are not allowed to participate in the work product submission, unless specifically stated in the competition guidelines. Failure to follow the guidelines will result in a time violation for the team, and the appropriate points will be deducted.

Competition Official Timestamps - For the virtual College Bowl, the time stamp for a submission will be based on when an item is uploaded and posted onto the CB portal. Guidelines will be provided within each competition description on how to upload items to the CB portal and with regards to required time guidelines. Failure to monitor time requirements will lead to point deductions if time requirements and deadlines are not followed.

B. Individual Competitions

For the virtual College Bowl, the individual student competition category has been created to further showcase the great talents, creativity and skills of the student participants. Students will be able to accumulate points for this category by completing individual tasks and submitting the work products requested.

Using the College Bowl portal, students will be able to see the many activities they can accomplish, and the points allocated. Students will be able to submit their completed tasks and work products through the portal.

VI. Appropriate Behavior

The College Bowl is a fun and interactive event intended to give the students a forum where they may exhibit their creativity. Inappropriate behavior by students or sponsor representatives throughout the College Bowl will not be tolerated. Uses of swear words, obscene gestures, violence (whether physical or verbal), and blatant taunting of opposing teams are examples of inappropriate behavior.

All work products associated with the competitions will be evaluated on appropriateness of content. Coaches are asked to remind their students to show good taste when brainstorming and developing skits. If a coach is not sure about the appropriateness of a topic or depiction, he/she should ask the Commissioner.

When inappropriate behavior or content as part of a competition is identified, the judges in that virtual auditorium will convene to review the submission. Most of the judges (greater than half) in the room where the violation occurred must agree that use of inappropriate behavior or content has occurred. If a violation of inappropriate behavior is determined, then that team will receive the equivalent of two-time penalty point deductions from the team's final average score for that round.



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If a tie exists amongst the judges in the virtual auditorium, then the Commissioner will be asked to make a final determination.

In addition, the Commissioner may assess a penalty and even disqualification for extreme violations of behavior rules or any other rules outlined in the Handbook.

VII. Scoring

There are two competition categories incorporated into the virtual College Bowl: team level and individual level. The scoring for each of these categories is outlined below.

Team Competitions

For the virtual College Bowl, a total of four rounds of competitions are planned. For each round of competition, the teams are paired off against one another. No two teams compete against each other more than once per College Bowl. The pairings for the four competitions are prepared prior to the start of the College Bowl and produced using a MarKon software program.

For each round of competition, the average number of points awarded by the judges for the paired-off teams will be compared, and the team with the highest average points will be given a win vote for that round. The overall final College Bowl team winner will be selected based on the best win/loss record and total points accumulated at the end of the four rounds.

At no time during the College Bowl process will the actual scores of the teams be made available or presented in a public manner.

If an odd number of teams compete in a College Bowl, one team (team A) will need to be paired off twice (once against team B, and once against team C). The win-loss pairing between team A and team B will be handled as normal. In the case of team C, it will need to beat the score of team A, and if it does, it will get awarded a win. If it does not, team C will be awarded a loss. The performance of team C will not have a bearing on the win-loss performance between team A and B.

If two teams receive the same score for a round, calculated to the hundredth digit, the two teams will receive a “Tie” mark. In this case a Tie can be seen as half the value of a win when determining the win loss record for a team.

In the event of an overall tie based on the win/loss records and total points accumulated at the end of the four rounds of competition, the highest point total for Round 2 will serve as the tiebreaker factor. So, the team with the best score in the second round of competition (from the teams tied for a certain place) will be declared the winner to sort that tie. If the tie continues to exist, the higher score for the fourth round of competition will be used to declare the winner.



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Individual Level Competition

The total points accumulated by a student in the Individual Competition will consist of 1) the points earned by the team the student is on through the four team competitions plus 2) the number of points a student accumulates through the individual competition. The team competitions score will have a 60% weight and the individual competition score will have a 40% weight. In this manner, a student who engages and plays an active role in helping his/her team be successful and uses his/her creativity and effort to complete the individual tasks will be successful in the overall ranking of the Student Winners.

VIII. College Bowl Portal

GMiS has created the College Bowl Portal to provide a virtual hub for participants to engage throughout the duration of the competition. Participants will log in and have access to information posted for the College Bowl. The portal will be the official location for submission of work products for the competitions and used as the official timestamp for these submissions.

The portal will also be used to display the items submitted by the teams, such as videos, presentations, drawings, etc. that are associated with teams and participants. In this manner, students and team sponsors will be showcased to all the participants.

The portal will be used to access links to all events, including the Pep Rallies, Networking Session, Coaches Office Hours, Scoring Sessions and Awards Show.

IX. Awards

There will be a first-place trophy awarded to the top team's coach. Prizes will be awarded to the 1st, 2nd and 3rd place team members, based on the sponsorships secured by GMiS. GMiS will also present prizes to the top ten winners in the individual competition category. A student can win an individual competition prize and a team prize.