

Some Important points related to CHC61 rules

- A team's website must not use plagiarized material. The website must be composed of original material created by the team. Any other material must be referenced and, if necessary, have the copyright owner's permission to use it in the competition.
- The website will be judged on its appearance, usability, and content.
- Website's should comply with W3C standards and it is expected that teams will carry out their own tests to ensure that their website runs on widely available browsers.
- Because the competition stresses teamwork and good design, your website should include a section on the way in which you approached your project and how you allocated tasks between team members.
- Assume that the audience will be people like yourself - undergraduates and other computing professionals. They can be assumed to understand the basics of computing and typical computing terminology. However, they will not be experts in the history of computing. Consider your website to be an educational tool for use in universities and similar institutions.
- The intention of the competition is to encourage students to perform in depth-research into a single topic (or a relatively narrow range of topics) and to present the information in an interesting, informative and lively fashion.

Can you suggest some of the aspects of the submitted website that the judges will be looking for?

One of the advisors suggested:

- **accuracy** of statements
- some indication you have **done more** than just read one article or book and take the information from there
- some evidence that you have **used primary source material** (and not just reported what others said about that material)
- some indication that there are **two or more sides to every story** and human memory is often not the best thing to rely on