

THE RULES OF THE CONTEST FOR ERASMUS + LOGO / MASCOT PROJECT

Digital vs. Traditional

§1. The object of the contest

1. The object of the contest is a compilation of Erasmus + logo project Action 2 Strategic Partnership *Digital vs. Traditional*
2. Logo will be used for promotional purposes of Erasmus + project Action 2 Strategic Partnership: *Digital vs. Traditional* and it will be placed on promotional and informational materials.
3. The aim of the contest is gaining graphic project of logo, which will include the subject area of the project, the title of the project and reference to partnership countries.

§2. The rules of the contest:

1. The contest will be divided into two stages:
 - school stage
 - international / interscholastic stage
1. Detailed information about the contest is placed on school website as well as on platform
2. Participation in the contest is voluntary and free of charge.

§3. The rules of the contest: school stage

1. The contest is addressed to the group of students or to the whole community of particular partnership schools.
2. The author of logo project is obliged to submit a graphic presentation of the project along with a declaration which constitutes the appendix no. 1 to these rules.
3. Each participant can present 2 logo projects at the maximum.
4. Projects can be performed individually or in a team.
5. 2 projects at the maximum will be selected by the evaluating commission, to be placed on the international forum later on.
6. The jury will qualify the 2 projects which consider the realisation of requirements, which are specified in Logo requirements
7. 2 projects which gain the best assessment will be qualified to another interscholastic / international stage.
8. The authors of two winning projects on the school stage will receive material prizes and will be qualified to interscholastic / international stage. The remaining participants receive diplomas.

§4. The rules of the contest: interscholastic / international stage.

1. Each of partnership schools upload 2 logo projects which gained the majority of votes during school stage. There will be 12 projects on the school forum at the maximum.
2. Project placed on international forum will be evaluated by school community in voting in each of partnership schools.
3. Assessment criteria of works placed on international forum are the same as on school stage (cf. Logo requirements)
4. Logo project which will receive the majority of votes will be announced as logo project of *Digital vs. Traditional*
5. The winner of the contest receives: th ticket to one of the countries for the meeting

6. §5. Logo project requirements

1. Logo project can be performed in any technique (a drawing, graphics, a delineation) using any number of colours not exceeding A4 size **or/and**project performed in electronical version by means of the following format (PDF, JPG,PNG, BMP) not exceeding 300 x300 size.
2. **Criteria taken into account during evaluation of works:**
 - a) reference to subject area of the project,
 - b) reference to the title of the project,
 - c) reference to partnership countries,
 - d) creativity,
 - e) originality,
 - f) aesthetics.

§6 Dates

School stage

25 November 2020 – announce a contest

22 January 2021 -deadlines for project submission /selection of 2 best project to upload in the platform

25 January 2021 – results to be announced; qualify 2 best logo projects to interscholastic/international stage

Interscholastic / internationalstage.

25 January 2021 – the deadline for **uploading the projects in each country**

25 January 2021 – 1 February 2021 – **voting in the interscholastic/international**

2 February 2021– **results to be announced**

§7 Transitional provisions

1. Logo selected by the contest becomes the possession of the Organiser who can use it in any way for promotional purposes of the project.
2. Works which do not fulfil requirements included in these Rules or submitted after a denoted deadline, will not be evaluated by the Contest Commission
3. Participation in the contest is equivalent to the acceptance of these Rules.

The same procedure will be applied to choose the Mascot of the project.