Consumer Electronics Show – January 6th, 2016

January 6-9th, 2016 is the *International Consumer Electronics Show (CES)* in Las Vegas, Nevada, There is always so much to see and do at the International Consumer Electronics Show that we decided to begin the New Year to give your students the opportunity to explore and learn about some of the innovative products.

Let's Get Started!

This activity is worth 5 points and is for all abilities.

The International Consumer Electronics Show is an annual event held in Las Vegas. The event showcases the latest and future technology products. To start, and to give your students some background, please read and watch the following videos:

CBS News: http://www.cbsnews.com/news/ces-2016-preview-consumer-electronics-show-las-vegas/
Meet the CES 2016 Innovation Award Winners, USA Today: https://www.youtube.com/watch?v=z1xNVN-Te-g

The CES website also has a video link located on the main page. Ask your students to select and watch a video to see and learn about the new innovative ideas being showcased.

Finally, every year the CES Innovation Awards are announced to honor outstanding design and engineering in consumer technology products. This year's honorees are diverse and include wireless video headphones, a "throw and shoot" camera, and a wellness app that uses an ergonomic ring. We hope the products will inspire your to learn more about how computer scientists are helping the change to world!

To do the Challenge, please follow the directions (please feel free to adapt, as needed):

1. Go to the CES Innovation Awards 2016 webpage, http://cesweb.org/innovation.
2. Explore the products and ask each student to choose a favorite.
3. After your students have chosen a favorite, please ask them to explain why using the following questions as prompts:

    - Which product did you chose?
    - Why did you choose the product?
    - How would and where would you use the product?
    - How do you think software might be used in this product?
    - How do you think your chosen product will change your future? Will it change your lifestyle?

4. Computer scientist and engineers are problem solvers, but they also need to be creative, as you can see by some of the innovation honorees. You never know when and who will think of an idea that can change the world!   Ask your students, individual, small groups or as a class, to brainstorm and come up with an idea for an innovative product that will solve a problem. For example, "If you could invent an app or a product to clean your room, what would you invent and how would it work?"

How to earn points:

1. If you haven't registered your class, please go to cs.montana.edu/looney-challenge and click on the "Register for Looney Challenges" link.
2. Discuss with your class the difficulty of the activity. What did they learn? How difficult was the activity? Do they understand the concept and how it relates to computational thinking?
3. Briefly, in a couple of sentences, describe in your email what happened during the activity? Did your students understand the concept(s)? Email your description to looneychallenges@gmail.com
4. If you want to attach an example, photographs of students working, or video of student's outcomes, please send them as an attachment.
5. We will send you a confirmation and provide you your point total for the activity and your total points for Looney Challenges.

All Looney Challenges can be completed at any time during the 2015-2016 school year. All Challenges are due, June 30, 2015.