



2016 ACE Critique and Awards Program

NMSU Media Productions

eJudging Pro

Class #: 39
Innovative Use of Communication Technology

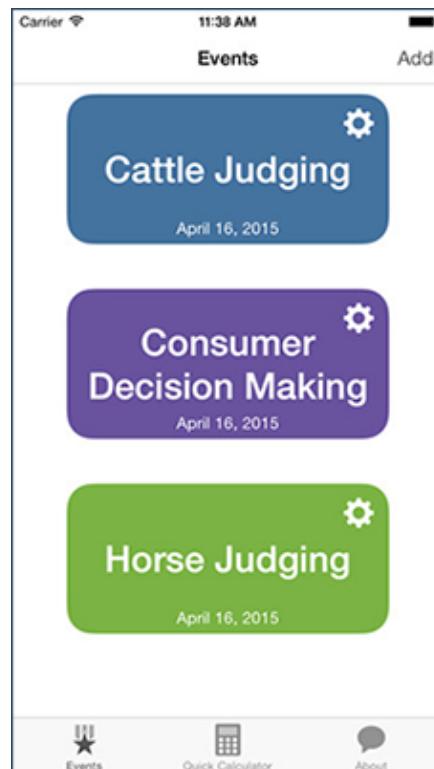


To download the app and view screenshots, please visit:
<http://aces.nmsu.edu/mediaproductions/ace/ejudging.html>

Purpose

In 2015, New Mexico asked Extension agents, 4-H leaders, and 4-H and FFA volunteers to brainstorm ways that mobile technology could help them in their work with youth. **Making it simpler to manage judging contests** was high on the list. These contests, such as livestock/horse judging and consumer decision-making contests, are a big part of many 4-H and FFA programs. Contest managers must keep track of contestants and teams, determine appropriate scores and splits for each class, and calculate individual and team performance based on those numbers. Managing all of this accurately with paper scorecards or even on a computer spreadsheet can be a hassle.

To address this need, New Mexico State University's Media Productions created a contest management app, *eJudging Pro*, to support livestock, horse, and consumer decision making contests that utilize a Hormel card placing system. The app saves, manages and exports contest data, including names, teams, multiple classes, reasons, and scores. Before the contest, the user enters information about individual contestants and teams. During the contest, it's just a matter of entering results, and cuts, for each class, followed by each individual's placings for each class. The app does the rest: calculating individual and team scores for classes, age groups, teams and individuals. In addition to its usefulness for contest management, the app works well for practice sessions to track individual performance and has a stand-alone Hormel Card calculator that can be used without tracking individuals.



Audience

The *eJudging Pro* app is designed for use by 4-H and FFA leaders, Extension personnel, and others involved in managing contests. It is also useful to youth participants, parents and others involved in livestock and consumer judging.

Quay County Results		
292 Reasons Total		600
308 Placings Total		
Overall		
Rockenfield, Scott	236	Score
Placings 106 Reasons 130		
Tate, Geoff	219	Score
Placings 118 Reasons 101		
Jackson, Eddie	145	Score
Placings 84 Reasons 61		
DeGarmo, Chris	130	Score
Placings 94 Reasons 36		
Beef Cattle		
Rockenfield, Scott	58	Score
Placings 15 Reasons 43		
Tate, Geoff	77	Score
Placings 34 Reasons 43		

Subject Content

The *eJudging Pro* app facilitates contest management by making it easy for officials to enter contestant information, adding official results and cuts for each class, and calculating each individual's placing for each class to produce the results of the contest.

The *eJudging Pro* app provides:

- Contestant/Team Data by age division
- Cuts Score and Reasons Scores for individual classes
- Easy input of individual placings for each class
- Calculation of Results for individual and teams
- Export of all results to a CSV text file

Instructional Design

In planning sessions for this app, it was particularly important to establish early on that all team members understood how judging contests operate – and give them a chance to talk to target audiences about how they used existing tools such as scorecards and judging calculators. Although some members of the team were familiar with judging contests, others, who had never been involved with this aspect of 4-H or FFA, had to work through assumptions about what was meant by "contest."

In particular, it was important that programmers and designers clearly understood the distinction between a participants being judged on performance or presentation of a project and what happens in a judging contest, where what is being measured is participants' ability to correctly judge among a group of products or animals and articulate the reasons behind their choices. For programmers and designers who had not themselves been involved with judging contests, gaining the deep understanding needed for effective design work took some effort and explanation!

The prototyping and formative evaluation process, as always, was crucially important for this project, as it helped clear up these early confusions and produce an interface that was both powerful (with all the functionalities its audience required) and simple enough to be make sense to team members unfamiliar with judging contests.

Diversity

Design protocol at NMSU includes always considering diversity issues, and *eJudging Pro* was tested with a diverse group of users appropriate to its target audience of New Mexico 4-H, FFA, and Extension personnel and volunteers.