



The Australian Computational and Linguistics Olympiad

Online First Round Competition 2015 Information for Teachers

Below you will find information we have collated to help with the preparation and running of the online First Round competition at your school.

Registration

Registrations for the online competition are accepted through our national registration system, accessible on the main OzCLO website. In order to register, you first need to create a registration account for yourself, at <http://register.ozclo.org.au/accounts/register/>. From then on, you can log into the registration system at <http://register.ozclo.org.au/> (click on 'Login') with your registration account details. Once logged in, follow the prompts to generate your manager credentials (see below), fill in your profile and create your teams. You can come back at any time and add teams or change any information provided before.

You are not required to have your teams finalised when you register. This can be done up to the date of the competition. However, in order to provide you with the required team logins for the online competition, we need to know how many teams from your school will participate. There is no limit to the number of teams from each school that can compete online. Remember that teams consist of four students (only in special circumstances there should be less than four students in a team). Teams are usually all Junior (Years 9-10) or all Senior (Years 11-12) students; mixed level teams compete at the higher level.

Login Accounts for the Competition Page

On registration, you will receive a number of login accounts ('credentials'). These are:

- 1) One account for your personal use (the '**manager credentials**'). The username includes the string 'MNGR' (for 'manager'), so it can be easily distinguished from the students' team credentials.

You will need to use this account in order to **access the competition booklet** up to one hour before the start of the online competition (for more information on this, see the section 'On the Day – Competition Booklet Download' below).

We will also set up a **virtual classroom** during the competition (for real-time communication throughout the competition; for more information see the section 'On the Day – Communication During the Competition' below). If you are planning on

participating in the virtual classroom (this is optional), we also suggest that you use the manager login for this purpose.

- 2) One account for each student team you register ('**team credentials**'). The usernames for these accounts include the string 'TEAM', in order to clearly identify them as student team credentials.

Each competing team will need to use their credentials to **access the competition page** and to **enter their answers** in the online test before the closing time.

You can use any of the login credentials to access **practice materials** etc. on the competition page before the competition.

Accessing the Competition Page

The competition page is part of an online learning management system which is separate from the registration system and is run by Griffith University (not through the OzCLO website).

To **log into the competition page**, please go to <https://bblearn.griffith.edu.au/?nosso> and enter your login details (manager or team credentials). Please make sure that

- you do NOT copy and paste blanks in front of or behind usernames and passwords
- 'o' (lowercase letter), 'O' (uppercase letter), and '0' (digit) are copied correctly (they are easily confused), and
- you copy upper and lower case letters correctly, as passwords are case sensitive.

(In the past, these have been common sources for login problems.)

After successful login you will be taken to a **landing page**, which may have an overlay saying "Hello, ... Welcome to the new Blackboard! Before you get started, we would like to show you the new features that we just added." Just ignore this overlay (we can unfortunately not switch it off), and close it by clicking on "Close" at the bottom of the second column.

From the landing page you can then access the competition page by clicking 'Enter the competition page' at the bottom of the page.

IMPORTANT: Once you log out, you will be taken to a different login page. If you wish to log in again, please do **not** use the login page that appears on logout (this is for university students only), but return to <https://bblearn.griffith.edu.au/?nosso> to login again.

Your accounts (both manager and team credentials) should be functional as soon as you receive their details.

If you encounter any problems with the login process, please contact qld@ozclo.org.au for assistance.

Technical Requirements

- 1) **Each team** will need access to a **computer/laptop that is connected to the Internet**, in order to enter their answers. Please practise with some of the Training Materials provided on the competition page (under ‘Training Materials’ in the left navigation bar) to see whether you encounter technical problems when completing a test. Please test each computer/laptop that might be used during the competition.
- 2) In addition, you will need a **PDF viewer** on all computers to view and download the competition booklet. We recommend you print the booklet and copy it for each of your participating students ahead of the competition period, so that each student has their own copy with which to work. (The competition booklet will become available an hour before the competition, through the manager accounts.)
- 3) We also recommend that you have **one additional Internet enabled computer/laptop**, which you use for running the **virtual classroom** (Blackboard Collaborate) during the competition. This – while not a requirement – will facilitate our communication. If you have the equipment, you might want to project this computer's screen for all students to see and ensure that you have audio connected to it, so that they can see and hear us as well (you may need to connect speakers and a microphone to your computer for this). However, we will not use audio much during the competition, so don't worry if it were a lot of work to get this organised.

In order to ensure that there is no technical problem to start with, please test the virtual classroom well ahead of the competition day. **Additional preparation steps might be necessary** (but will generally not take long to complete). Please go through the preparation process for any computer that may participate in the live chat.

For these additional preparation steps, please go to ‘Live Chat’ (in the left navigation bar on the competition page) and follow the **instructions** there. There is also a link to a presentation that introduces you to **how to use the virtual classroom**.

Competition Time and Venue

The Australian online competition will be held on **Thursday, March 12th**. Schools will need to agree to provide an appropriate venue and nominate a staff member to supervise throughout the session.

All participating teams will compete at the same time, which means competition times differ according to time zones. The table below provides the local times of both the preparation period (1 hour) and the competition period (2 hours).

State	Date	Venue	Preparation period	Competition period
ACT	Thursday, March 12 th , 2015	In- school	1:30 – 2:30pm	2:30 – 4:30pm
NSW			1:30 – 2:30pm	2:30 – 4:30pm
NT			12:00 – 1:00pm	1:00 – 3:00pm
QLD			12:30 – 1:30pm	1:30 – 3:30pm
SA			1:00 – 2:00pm	2:00 – 4:00pm
VIC			1:30 – 2:30pm	2:30 – 4:30pm
WA			10:30 – 11:30am	11:30am – 1:30pm

On the Day – What to Do During Preparation Time

It is crucial that both teachers and teams log in **well ahead of the start of the competition period**.

- For **teachers**, we suggest that you access the competition page from about 60 minutes before the competition starts, in order to **download and print the competition booklet**.
However, please do not provide the competition booklet to your teams before the competition kicks off!
- For **participating students**, we suggest that they login at least 30 minutes ahead of the competition, as they need to **fill in the ‘Team Information Questionnaire’** before the competition (see below for more information).
Please note that a team cannot access their competition test until they have completed and submitted this questionnaire.

On the Day – Competition Booklet Download

While all materials will also be available as part of the online competition test, we do provide an overall competition booklet with which students can work out their solutions. This booklet will be made available in **PDF format**.

We strongly recommend that, during the preparation period, you download and print the booklet, and copy it for each of your participating students, so that each student has their own copy with which to work.

The competition booklet will become available **one hour before the competition** (i.e. at the start of the preparation period), through **Manager (i.e. Teacher) Accounts only**. In order to access the booklet before the competition period, you therefore need to log in with your manager credentials. Once available, you will be able to find the booklet under ‘First Round’ (left navigation on the competition page).

Please note that teams will have to enter their solutions electronically for them to be accepted and marked, so they need to plan their time carefully to allow for the time needed to enter their solutions into the competition test and submit the competition test in time (within the competition period).

On the Day – Summary: Steps to Complete

On the day, you (and your teams) need to complete the following steps:

- 1) **Log in** to the competition page.
- 2) Go to **‘First Round’** (listed in the left navigation bar).
- 3) Download the **competition booklet** during the preparation period, print and copy it for each of your students.
- 4) Make sure your students complete the **‘Team Information Questionnaire’**.
This questionnaire – also available under ‘First Round’ – asks your students to provide

us with information about their actual competing team (members, seniority, school etc.). This test needs to be completed and submitted before the competition starts, as otherwise the actual first round test will not be available to students. This test will also become available an hour before the actual competition starts, i.e. at the start of your preparation time.

- 5) Access the **virtual classroom** at some point in the preparation period (if you wish so – this is optional).
- 6) Once the competition period starts
 - a. provide the students with the **printed** competition booklet,
 - b. check that each team has **access to the competition test** (available under ‘First Round’ as well).
- 7) Help teams to **manage their time** and ensure that teams start entering their solutions well ahead of the submission deadline.
- 8) Ensure that teams **submit their tests** in time.

PLEASE NOTE that the competition test can only be submitted **once** per team! There is also a **time-limit** on this test, i.e. it becomes unavailable once the competition closes.

While discussions within teams are encouraged, discussions across teams are not allowed.

On the Day – Communication During the Competition

As indicated in ‘Technical Requirements’ above, we will endeavour to use a virtual classroom in order to communicate throughout the online competition. If you have any questions during the competition, please feel free to use this tool. We can talk in the 60 minutes before the competition starts (remember to press the button to speak), but once the competition starts it is essential that we refrain from using audio but just use the **text chat** provided as part of the virtual classroom. If you encounter an issue that you would not like to deal with in the virtual classroom, please send an email to ozclo-group@griffith.edu.au, which we will also monitor throughout the competition.

Training Options for Your Students

Training Materials are available online on the competition page.

The **training presentation** is designed for students who have *not* competed in OzCLO before, and will

- explain the details of the competition,
- talk about linguistics, computational linguistics and language technologies, and demonstrate sample problems, with tips for solving them.

You will also find a wealth of other materials under ‘Training Materials’:

- information on problem types,
- how to problem solve in linguistics,
- a preparation package with its corresponding online test,
- the first round online competition tests of 2012, 2013 and 2014,
- a link to past OzCLO problems with solutions, and
- further practice problems with solutions.

Feedback and solutions are available on all practice online tests.

In addition, there is information available on how to approach the competition, how to use the online competition system and how to access and fill in the forms on the competition day under ‘**How to**’ (accessible from the left navigation bar within the competition page).

It is highly advisable that participating teams familiarise themselves both with the problem types as well as the online test system by completing some of the tests available online.

General Timeline

OzCLO Registration opens online	February 18 th
First Round (in-school online)	Thursday, March 12 th
First Round results	around 7 days after the First Round
National Round	Tuesday, March 31 st
National Round results	7–14 days after the National Round
International Olympiad, Bulgaria	July 20 th –24 th

Need help?

For further information, please contact your local organisers. For matters in relation to the online competition, please contact Dr Andrea Schalley at qld@ozclo.org.au or a.schalley@griffith.edu.au.

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