



# Maine STEM Film Challenge Rules

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## Overview

The Maine STEM Film Challenge (MSFC) is a fall competition for K-12, college, and adult participants to put together STEM (Science, Technology, Engineering, or Mathematics) based videos on a wide variety of topics that are then reviewed, shared, and judged by professionals within the STEM arena. Shows meeting a minimum level of skill will be displayed at the University of Southern Maine's 2024 Maine STEM Film Festival (MSFF).

## Teams

1. Teams can have anywhere between 1 and 10 members registered, not including coaches/mentors
2. There is no limit on the number of adult coaches/mentors, however at least one adult must register and serve as the adult non-Team member contact.

Exception: College and adult Teams may serve as their own adult contact. Listing an adult (18 or older) as both a Team member and a coach is allowed.

3. Grade/age Divisions are as follows:
  - a. **New division in 2024!** Grades K-3
  - b. **New division in 2024!** Grades 4-5
  - c. Grades 6-8
  - d. Grades 9-12
  - e. College (currently enrolled at college of any level)
  - f. **New division in 2024!** Adult (18 years of age or older, not currently enrolled in college)

\*Note: Grade categories are based on the highest grade of any student on a Team.

4. Teams are not confined to schools, but must adhere to the above limitations as to which division they fall within. Afterschool groups, community organizations, homeschool families, and individuals are all encouraged to participate.

## Mentors and Coaches

- A Coach is responsible for the full registration of a Team, including submission of all required documents and payment of associated fees. They serve as the main contact between MSFC and the Team. The Coach is also responsible for relaying essential challenge information to their Team.
- The MSFC uses the term Coach and Mentor synonymously. However, some may refer to a Coach as a person who holds responsibility for a group, while a Mentor may be someone who comes in with a specific skill set or knowledge to provide guidance with subject matter in submitted films.
- Additional Coaches or Mentors may also assist the Team, but are not required. A Coach/Mentor may not be in the age/grade bracket as the Team. For example, a high school student could mentor a middle school Team, but not a high school Team. Exception: A college student/adult participant may serve as a college/adult Team Coach/Mentor.
- **All communications will be directly emailed to the listed primary Coach.** It is the responsibility of the Team and Coaches to read emails and updates. All such emails will have “Maine STEM Film Challenge” or “MSFC” in the subject line for ease of filtering or searching.

## Schedule

- September 4, 2024                      Rules release
- TBD & recorded                      Informational Webinars
- November 11, 2024                      Registration & topic submission deadline
- **November 18, 2024                      Final projects due for evaluation**
- November 29, 2024                      Judge reviews due for technical evaluation
- December 7, 2024                      Film Festival at University of Southern Maine, Portland
- December 7, 2024                      Award Celebration

## Cost

Teams must register in order to participate in this year's challenge. Team registration expenses help offset the cost of space, material, time, and awards.

It is also expected that **ALL** members of a Team that contributed be included in the credits of the film.

No refunds will be given after submission. If a film fails to meet the minimum requirements, you will be notified, but no refunds will be given.

No film will be reviewed or considered unless all documents (Release Forms, Team Profile Page, film upload) and entry fees are completed & submitted.

Fees are collected between the time of registration and the time of the film submission deadline, which is **November 11th, 2024**.

Team (1-10 members)	Cost
Grades K-3	\$35/Team
Grades 4-5	\$35/Team
Grades 6-8	\$35/Team
Grades 9-12	\$50/Team
College	\$75/Team
Adult Teams	\$100/Team

Coaches and Mentors are not counted in the total number of Team members, therefore there is no cost associated with these roles.

All Team registrations and payments are preferred to be completed online.

If a school or organization needs to register multiple Teams and/or pay with a purchase order, contact our office at (207) 780-4519 or by email ([msfc@maine.edu](mailto:msfc@maine.edu) or STEM Outreach Administrator [cassidy.munley@maine.edu](mailto:cassidy.munley@maine.edu)). There are no additional bulk rates offered for 2024.

Pre-registration and registration/fees are collected on the University of Southern Maine STEM Outreach website:

<https://usm.maine.edu/stem-outreach-services/maine-stem-film-challenge/>

We also encourage you to like our Maine Robotics Facebook page, as we post most of our updates there. All pre-registered Teams will automatically get these updates via email.

<https://www.facebook.com/MaineRobotics>

## Your Team

Each Team is completely responsible for all aspects of researching, planning and producing their film. Coaches and Mentors may teach, demonstrate, and even stand over your shoulder with their hands in their pocket- but they may **NOT** do the work. **Directors and Producers are Team member roles.** A coach is there to **support** the creative expression of their Team, not **control** it.

Coaches and mentors for Teams that are formed from younger elementary grades may need to do more of the directing, **but the creative authority still belongs to the Team.**

Teams can come from schools, afterschool programs, community programs, homeschools, families, neighborhoods, etc. A group isn't needed to compete - a single student with a responsible adult Coach can make up a Team, the same as an entire classroom. A single adult or college student could serve as both the Team and the Coach.

The smallest Team is comprised of 1 student, and the largest is comprised of 10 students.

If you have more than 10 students, you may register additional teams. Team members CAN be on multiple Teams, however it is extremely important to note:

If a team member was heavily involved in the "main story elements" of the film such as topic selection, research process, or media creation for one team, they cannot be involved in those activities for an additional team. These "content and display" team members must limit those contributions to one team only.

For example, in instances where classrooms, clubs, or other groups are split into multiple teams, they can share members that are in charge of supporting contributions (such as music creation, equipment operation, or other auxiliary roles on the team) that are not involved with the main story elements of the film. They can hold the microphone, but can't write the lines.

## New for 2024! Volunteers

We operate with volunteer judges. We recruit volunteer judges from all over, **BUT** each Team may be required to recruit one adult volunteer to help judge. The extent of the commitment would be limited to a short training session and about 2-3 hours worth of video judging, or more if the volunteer is willing. Judging assignments would be for a division that is different from the volunteer's Team. All time commitment would be in the late November to early December period.

## Presentations

The Maine STEM Film Challenge is all about the finished product, although we do care about how you get there as well. Presentation topics must be from some STEM (Science, Technology, Engineering, or Mathematics) field. They can be current or historic, but they must "tell a story" and must be suitable for the general public.

## What makes a show, a show?

### Criteria

There are some things that make a film/video show special. Here is a list of minimum and maximum expectations:

1. Shows must be a minimum of 3 minutes and a maximum of 10 minutes
  - a. All shows **must** have a title displayed within the first 20 seconds
  - b. All shows **must** have credits at the end of the film
  - c. No more than 20 seconds may be used for titles at the beginning
  - d. No more than 20% of the total film length may be used for credits at the end (36-120 seconds). Titles and Credits will also be assessed in the overall artistic merit of the film.
2. Shows must be stand alone presentation and be of a video format
  - a. The following formats are acceptable:

i. MP4	iv. FLV
ii. MOV	v. AVI
iii. WMV	vi. WebM

3. Submissions are frequently shared and highlighted on the Maine STEM Film Challenge Website<sup>1</sup>. The Teams maintain the user rights for the production but allow the MSFC to display it as such. MSFC will also show the videos at the Maine STEM Film Festival in December on the University of Southern Maine - Portland campus.
4. All shows must be multi-media based. This requires the use of audio with the video or music with video. If no audio or narration is present, it must include some form of communication to relay the message of the show.
  - a. There is no limitation in requiring audio for the shows and if groups cannot support audio easily (such as students from the deaf and hard of hearing communities), then prepare your shows accordingly - just let us know that is why the finished work is not sound enabled. When in doubt, reach out.
  - b. Shows are expected to capture the audience and the audience will likely be primarily English speaking, hearing-abled audiences. To provide shows that are for a different audience, please make sure that the reviewers understand this. This can be done by mentioning it in the opening credits, during the video, or on the Team/film profile page.
  - c. What to aim for in regards to multimedia:
    - i. Video + voice
    - ii. Video + voice + captions
    - iii. Video + captions
    - iv. Video + ASL
    - v. Voice + music (can you make a show without video and have it be engaging? We think that is possible, but challenging)
    - vi. Use of picture in picture with ASL is always acceptable
    - vii. Use of captioning is always acceptable
    - viii. Use of non-English audio with English captioning is acceptable
    - ix. Use of English audio with non-English captioning is acceptable
5. Attributions
  - a. Any pictures, music, quotations, and video must be attributed to the proper source. Please ask your local teachers or librarians for help.
  - b. Any pictures, music, quotations, and video that you generate should be credited appropriately at the time of display or in the credits at the end of the show. Students should get credit for their particular property.
    - i. Display of any minor team member's name is NOT required and is left at the discretion of the Team, its Coaches, and organization. The MSFC encourages name recognition with or without participant pictures as a method to encourage student recognition. Use of first names or

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<sup>1</sup> Our goal is to share all videos on our website. However, if the number of submissions is great, we may be limited to sharing only the finalists.



nicknames is also acceptable. Full names are required during the registration process, but not the finished product. We accept students' preferred names.

- c. Use of any material must be compliant with copyright laws. While classroom use of material to support education is more open to copyright borrowing, this is not the case for public displays of the material.
  - i. NOTE: The MSFC is not responsible for legally addressing whether a show has met all the requirements to be free of copyright claims. However, if there are issues that might result in copyright claims, the Team will be asked to provide additional information and the video may be excluded from the USM MSFC and MSFF and if in doubt, cannot be shown at our venue.

## Audio and Music

If you watch planetarium shows or documentaries online, you know that music is often used to highlight the presentation. There are several ways to include free music. Please note, all music, audio, and video must be accounted for, or be your own work.

- Use of free music clips from online libraries (may require signing up)
- Use of paid music clips from online libraries
- Music generated by a student or a staff member/parent from your group<sup>2</sup>.
- Music that you have explicitly received permission to use from copyrighted work. Make sure to mention that in the credits and/or Team notes.

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<sup>2</sup> This is the only exception for 2024 on allowing an adult to help K-12 teams with content creation. It will be re-evaluated for the future

## Evaluation

### Criteria

#### **Content: 40%.**

- Is the content relevant to the STEM fields?
- Is the content appropriate for the general audience levels found at public shows? Consider the audiences to range from preschool to adult
- Is the content presented in a format that follows from start to finish?
- **Is the content supported by facts, history, data, images or film, quotations, or other supporting material?**

#### **Artistic Delivery: 40%.**

- Is the content delivered in a manner that is not distracting from the content?
  - Transitions, music, consistent volume, resolution, frame rate, color schemes, flicker, framing
- Does the audio or on-screen supplemental material support the video in a clear and informative or thought provoking manner?
  - Weak, overpowering, or widely varying audio levels will result in a lower score
  - Narration with a non-monotonal delivery is important, if possible

#### **Technical, other: 10%**

- Does the film have a title, within the time frame and clear?
- Are the content sources cited?
  - Citations are required, appropriate, and **legal**
  - Any grade-appropriate citation format is accepted
  - NOTE: Failing to provide citations will result in disqualification automatically. We adhere to the academic integrity guidelines within the University of Southern Maine

#### **Accessible: 10%**

- Does the show try to reach people of all genders?
- Does the show try to target a particular audience, and if so, how well does the show reach that audience?
- Does the show try to reach persons living with disabilities?
- Does the show allow for automatic translation across languages through the use of subtitles?

## Judging Team

A judging team of professionals and volunteers will assess each entry. Judges will be responsible for each of the four categories listed above but all judges will be able to have input on all categories.

Judging will be completed asynchronously using all content that was submitted by a Team - the finished film, the Team Profile Sheet, and any notes shared with MSFC about their submission.

The rubric used for judging is available for teams to reference. We highly recommend that you allow local community members to view your work and use the rubrics to critically evaluate your work prior to submission. Remember, you can only fix problems if you know they exist.

See attached Addendum for “2024 Maine STEM Film Challenge Rubric”

## Proactive Teams

Teams are encouraged to ask questions directly of the MSFC prior to the submission of their video. Questions will be addressed and if appropriate, the answers posted on the website to help other Teams. This shall be the challenge’s Q & A section on the website and shall be part of the rule set.

No Team-specific information or topic information will be shared, just technical details needed to clarify topics. For example:

**Q: We made a 10 minute film and added 20 seconds of title and a 1 minute section of credits at the end. Is that okay?**

**A: No, the entirety of the film may not exceed 10 minutes. This video, with the credits and titles would now be 11 minutes and 20 seconds long.**

## 2024 Awards <new categories>

- Best K-3rd Grade STEM Film
  - Best 4-5th Grade STEM Film
  - Best 6th-8th Grade STEM Film
  - Best 9th-12th Grade STEM Film
  - Best College Team STEM Film
  - Best Adult Team STEM Film
  - Most Creatively Presented STEM Film
  - Award for Most Accessible STEM Film
- 
- Additional awards may be warranted if there is a large turnout of Teams. For example: “Best Use of Generated Animation for a Film”.

## Topics for your show

### STEM Topics:

- Any **Science** topic (space, biology, physics, chemistry, health, ecology, energy, etc)
- Any **Engineering** topic (electrical, biomedical, mechanical, civil, etc)
- Any **Technology** topic (that fits within the following: tools and practices used within science, mathematics, and engineering)
- Any **Mathematics** topic (algebra, number theory, geometry/topology, data science, etc)
- Any **history** topic about a **STEM topic**

### Unacceptable STEM Topics or methods:

- STEM Topics that **lack a focus**
- STEM Topics that are **not based in fact** or lack critical data to support the topic. Remember opinion does not equal fact.
- Topics presented in detail that are **overly complicated** and not easily understood by the general public, so leave explaining the fourier transforms to another venue. This doesn't mean you can't mention them or show them as a reference, but don't spend minutes walking through them unless you can render them for general audiences.
- Any show that **lacks sufficient facts** to allow the audience to understand the details of the topic. As a simple example:
  - No: "There are a lot of fish in the ocean" lacks facts
  - Yes: "There are over 20,000 species of fish in the oceans" has a fact.
- Shows that rely on **students who are on the video** most of the time. Occasionally having a Team member in a shot is perfectly normal, as is use of a picture in picture to supplement what is being shown.
- **Skits** about the topic
- **Parodies** in general, although a little humor is always fun

## Resources

### Topic Content

- A. Teams are responsible for making their own contacts with regard to their topic content areas.
  1. Check with your **librarians and teachers**
  2. NASA is a great place to go for space related topics
  3. NOAA has a section on weather
  4. The Big History Project has resources on Big History
  5. Many colleges and universities have extensive files and materials available
  6. Check with your **librarians and teachers** (yes, it's listed twice)
- B. Putting together the show.
  1. There are basically "no limits" on the format you choose, you can do:
    - a) A slide show, with audio narration that has been saved/exported/transformed into a video
      - (1) PPT or similar slide shows that are on auto timing are NOT sufficient, they must be in the **approved file format**. So no PPT files
    - b) YouTube has a lot of videos on how to turn PowerPoints or Google Slides into videos
    - c) Use of green screens, picture-in-picture videos, or simple audio-over are all acceptable uses of technology
    - d) Use of video footage that you create or incorporate from creative commons licensed material (attribution required)
    - e) Check with your school district, local technology high school, or college digital media program. Many have programs offered locally or regionally and can be a great resource
    - f) Check with your local news show to see if they would give you some pointers on putting together compelling video stories

2. Use of adults and mentors:

- a) It is acceptable to have, for example, a local news Team work with the students on the highlights of making a video, but the students must produce the content; do the filming; create, produce, and finish the video. In such an example, remember to give credit to any outside sources that provided assistance

- C. Copyright and attribution issues.

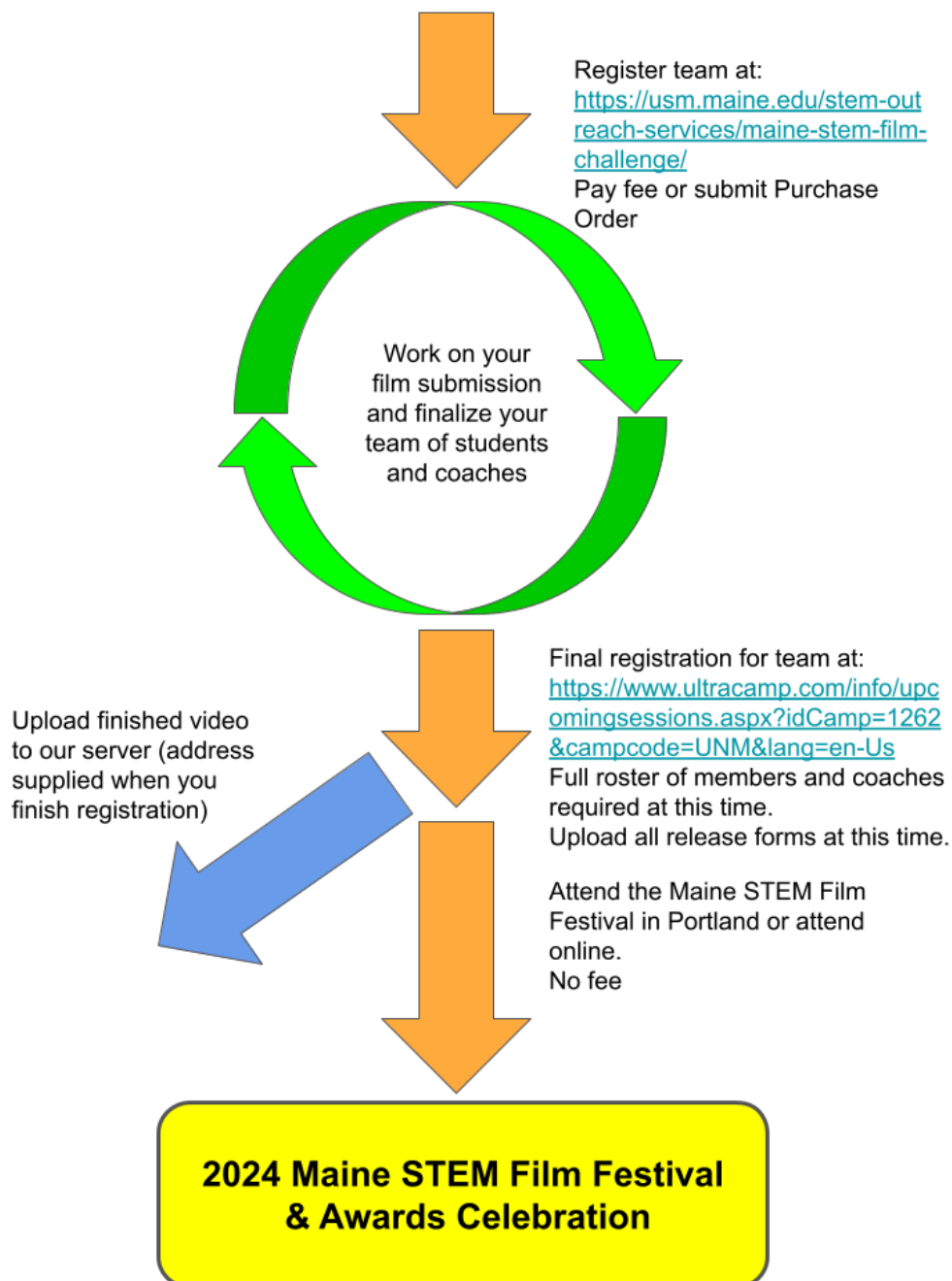
1. Review your citations with your local library or language arts teachers
2. The Maine STEM Film Challenge will host a webinar on the use of citations and the use of Creative Commons material. The webinar will be recorded and available for reference.
3. Copyright and attribution may be at the end of the video in the credits or it may be included in the onscreen image, for example:



## Team Communication during the season

Any Team that is pre-registered or registered will receive all notifications. It is not the MSFC's job to make sure that such communications do not end up in your SPAM folder. We encourage listing additional emails under the additional Coach section to make sure you are receiving the notices. We will also be posting to our Maine Robotics Facebook page.

## Season Outline







Maine STEM Film Challenge

STEM Outreach Office

C273 Science Building - University of Southern Maine

70 Falmouth Street, Portland, ME 04103

(207) 780-4519

msfc@maine.edu

<https://usm.maine.edu/stem-outreach-services/maine-stem-film-challenge/>

## Appendices:

We will be adding to and updating these appendices as the season gets underway. Each year running the Maine STEM Film Challenge, situations arise and the rules are adjusted accordingly. As such, these appendices are subject to change.

### Appendix A: Possible Credits to include

How a Team sets up their credits is up to them. However, each student that contributes substantially to the final product must be listed. If you want a rule of thumb, any person who spends more than 1 hour working on the final product (at any stage) must be included; even if the team member has dropped off the Team.

If you feel you need additional or fewer categories, or want to call them something else, then feel free to do so. These are common roles and titles for challenge teams:

- Students:
  - Research team members
  - Video production members
  - Audio production members
  - Musicians
  - Artists
  - Director
  - Props and materials members
- Coaches and Mentors:
  - Lead Coach(es)
  - Assistant Coach(es)
  - Snack Coach
- Outside Group Mentors or Guests:
  - These are not part of the Team, but helped and deserve credit.
  - Examples:
    - Local scientists you interviewed
    - News crew to show/help you with video production
    - Reference Librarian

## Appendix B: 2024 Maine STEM Film Challenge Rubric

Document available for download on 2024 MSFC Website.

Page 1:

### 2024 Maine STEM Film Challenge Rubric



Team: \_\_\_\_\_ Group/school: \_\_\_\_\_ Division: K-3 4-5 6-8 9-12 Coll Adult

Judge: \_\_\_\_\_ CIRCLE THE APPROPRIATE EVALUATION CRITERIA THAT WAS MET

	1: Did not meet minimum requirements	2: Met some but not all of the requirements	3: Satisfactory	4: Exceeded requirements	5: Excelled
<b>Content</b>	Film was not based on a STEM Field or if based on a STEM field lacked any credible facts. Content stream was not in a coherent pattern.	The topic was appropriate, but the film lacked sufficient facts or details to impart the audience with an understanding of the topic. Content stream was partially in a coherent pattern.	Film was on a suitable topic and included a number of factual details and in a flow that allowed at least a cursory understanding of the topic from watching the film. Content stream was in a coherent pattern from start to finish	Film was on a suitable topic and included numerous and accurate facts. Content stream was in a coherent pattern from start to finish.	Film was on a suitable topic and full of accurate facts presented in a manner that allowed the audience to fully understand the content the filmmakers were trying to present. Content stream was in a coherent pattern from start to finish.
<b>Artistic Delivery</b>	The film was difficult to watch due to a large number of blocky, poor quality or otherwise unimpressive components.	The film was watchable, but a number of flow, color, audio issues resulted in less than suitable presentation of the material.	The film was pleasant to watch and transitions from topic points was done in a manner to support the topic, not detract from it.	The film exceeded the requirements but a few flaws or imperfections were present. Transitions or audio may have been slightly off but not so much to detract from the overall presentation	The film was amazing and highlighted a great deal of skill in coordinating both the video and display components with the audio and music components. Colors and lighting supported each other. No obvious flaws in the delivery.
<b>Technical</b>	Titles were lacking or exceeded the allowable time. Credits were lacking or exceeded the allowable time. Citations were lacking. Film was less than 3 minutes or longer than 10 minutes.				Fully met the technical requirements for this section. Titles were accurate, clear, and within the time frame. Source citations and all other credits were clear and well presented at the end or during the presentation.
<b>Accessible</b>	No effort to address accessibility in any form.		Film included some diversity of people and addressed at least one modality to reach people across abilities, genders, or backgrounds.		Film included people of all types and was presented with an outstanding effort to reach additional audiences through subtitles or other means to break communication barriers.

Page 2:

**2024 Maine STEM Film Challenge Rubric**

Team: \_\_\_\_\_ Group/school: \_\_\_\_\_

Division: K-3 4-5 6-8 9-12 Coll Adult

Judge: \_\_\_\_\_

**Comments:** (things that were lacking and things that were good)**Score:**

Content Score: \_\_\_\_\_ x 8 = \_\_\_\_\_

Artistic Delivery Score: \_\_\_\_\_ x 8 = \_\_\_\_\_

Technical Score: \_\_\_\_\_ x 2 = \_\_\_\_\_

Accessible Score: \_\_\_\_\_ x 2 = \_\_\_\_\_

**Total Score:** \_\_\_\_\_

## Appendix C: 2024 Maine STEM Film Challenge Team/Film Profile Sheet

Document available for download on MSFC Website.

Page 1:

### 2024 Maine STEM Film Challenge Team Profile



<b>Team Name</b>	
<b>Team Organization</b> (List of school or group; homeschool; family; etc)	
<b>Primary Coach/mentor</b>	
<b>Coach email</b>	
<b>Coach phone</b>	
<b>Coach/org address</b>	

<b>Number of team members</b>	
<b>Team members (names)</b> <i>Please write or print as neatly as possible, thanks.</i>	
<b>Additional coaches</b>	
<b>Additional coach emails</b>	

Page 2: Blind Film Description provided to Judging Teams

## 2024 Maine STEM Film Challenge Team Profile



<b>Title of submitted film</b>	
<b>Topic of film</b>	
<b>Length of film (mins and secs)</b>	
<b>File name, including extension</b>	
<b>1-2 sentence introduction to film</b>	
<b>Grade level of oldest team member:</b>	<input type="checkbox"/> k-3 <input type="checkbox"/> 4-5 <input type="checkbox"/> 6-8 <input type="checkbox"/> 9-12 <input type="checkbox"/> College <input type="checkbox"/> Adult

<b>Comments about the film:</b>
<b>Comments about the team (no names or school names):</b>

## Appendix D: 2024 Maine STEM Film Challenge Privacy Policy

Document available for download on MSFC Website.



### Privacy Policy

The Maine STEM Film Challenge (MSFC), the Maine STEM Film Festival (MSFF), and the University of Southern Maine (USM) hereinafter referred to as the “Organizers” maintain the following policies:

1. Organizers reserve the right to utilize photographs and videos obtained during the Maine STEM Film Festival.
2. Any photograph, statement, or recording of any minor, used in connection with any marketing, website, or printed material will not include any personal identifiers.
3. The Organizers have no control over press material (television, radio, newspapers, etc.) or personal (other attendees) that is collected at a public event run by these groups.
4. The Organizers have no control over material, photos, and videos collected by other attendees that are collected at the MSFC, the MSFF, workshops, or similar programs run by the Organizers and over which these organizations have no control.
5. All personal information regarding participants is held in confidence.
  - a. Teams must identify how their team members wish to be identified during the public portion of the MSFC and the MSFF. This is included in the registration process.
  - b. The Organizers are not responsible for personal identifiable information that the team includes in their submitted video.
6. Summary information on age, gender, and grade level are collected to serve as tools in providing programs that match these groups in the future. This information may also be used in the application for grants or other fundraising solicitations or reports. This information is not used for any other purpose.
7. Registration, attendance, or other material collected by the Organizers will not be given, sold, or transferred to any other group except in such a case as the Organizers entity is transferred to another entity.

## Appendix E: 2024 Maine STEM Film Challenge Release Agreement

Document available for download on MSFC Website.



I, \_\_\_\_\_ (name of participant), hereby grant and authorize the Maine STEM Film Challenge (MSFC) and its parent The University of Southern Maine (USM), its employees and agents to make use of, license or assign the use of my image, appearance, likeness, voice and/or photograph, and other reproductions of any of these, in still photographs, videotapes, publications, audio, sound recordings, web sites, electronic and other media and/or motion pictures, (hereinafter all of which are included in the term “**Material**”) and to do so with or without mention of my name. See MSFC/USM Privacy Policy for additional information.

USM, and its heirs, shall have complete ownership of the Material produced or published and shall have the exclusive right and license to make such use of that Material as it wishes, including, but not limited to the right of performance, display, reproduction and distribution in all media, and the right to create, perform, display and distribute derivative works of the “**Material**”.

I understand that the intellectual and copyright privileges of submitted video for the MSFC remain my and my team’s property. By submitting work to the MSFC I hereby certify that I and my team have rightful ownership of said video and grant the display of my work on the MSFC website and at the Maine STEM Film Festival without restriction for non-commercial purposes. Such submitted work for the MSFC shall hereinafter be referred to in the term “**Submitted Video**”)

I understand and agree that I am to receive no compensation of any kind, monetary or otherwise, on account of or arising from the production, publication, recording, rebroadcasting, or other use of such **Material** or **Submitted Video**.

I hereby release the MSFC and USM, its employees and agents from all expenses, claims and liabilities incurred by me arising out of or in connection with my appearance and/or the use of the Material, except to the extent that those expenses, claims or liabilities are the direct result of the negligent acts or omissions of the MSFC, the MSFF, or USM, its employees or agents.

I understand that I will be attending a public event and that neither MSFC nor USM shall be responsible for the actions, publication, or airing of any written, online, or broadcast media associated with said public event, including any media generated by other attendees.

This agreement shall be governed and construed according to the laws of the State of Maine.

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Signature of participant (or parent/guardian of any minor)

Date

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Address

Phone number

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Team Name



## Appendix F: 2024 Maine STEM Film Challenge Webinars and Resources

- MSFC Webinar Schedule - TBA
- <https://usm.maine.edu/stem-outreach-services/maine-stem-film-challenge/#:~:text=Psychology-,Resources,-DISCLAIMER%3A>

A collection of helpful web pages curated by the MSFC team