2024-25 Competitive Events Guidelines
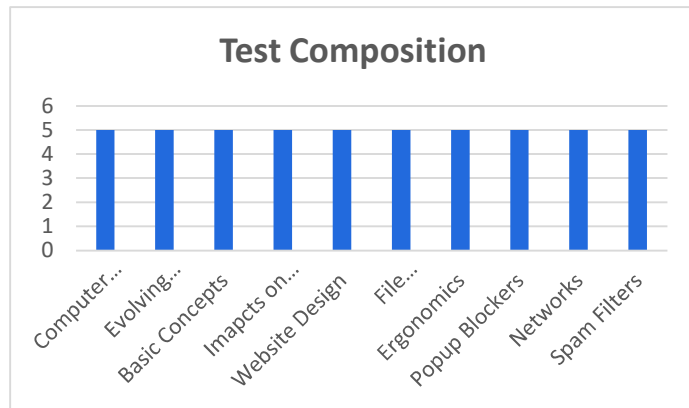## Exploring Technology

Exploring Technology provides members with the opportunity to demonstrate knowledge around introductory competencies in technology. This competitive event consists of an objective test. It aims to inspire members to learn about the various areas of technology.

Event Overview

Division: Middle School
Event Type: Individual
Event Category: Objective Test, 50-multiple choice questions (breakdown of question by competencies below)
Objective Test Time: 30 minutes
NACE Connections: Career & Self-Development

Competencies

- Computer Literacy
- Evolving Technologies
- Basic Concepts in Hardware, Software, and Connectivity
- Impacts on Society
- Website Design
- File Management
- Ergonomics
- Popup Blockers
- Networks
- Spam Filters

Test Composition

State

Each chapter may enter three participants in this event. Testing is school site and will be conducted the two weeks prior to the state leadership conference (in March).

National

Required Competition Items

Items Competitor Must Provide	Items FBLA Provides
• Sharpened pencil • Fully powered device for online testing • Conference-provided nametag • Attire that meets the FBLA Dress Code	• One piece of scratch paper per competitor • Internet access • Test login information (link & password)

Important FBLA Documents

- *Competitors should be familiar with the Competitive Events Policy & Procedures Manual, Honor Code, Code of Conduct, and Dress Code.*

Eligibility

- FBLA membership dues are paid by 11:59 pm Eastern Time on March 1 of the current program year or by SLC Conference registration deadline—whichever is earlier.
- Members may compete in an event at the National Leadership Conference (NLC) more than once if they have not previously placed in the top 10 of that event at the NLC. If a member places in the top 10 of an event at the NLC, they are no longer eligible to compete in that event.
- Members must be registered for the SLC/NLC and pay the conference registration fee to participate in competitive events.
- Each chapter may submit three entries; each state may submit four entries per event.
- Each member can only compete in one individual/team event and one chapter event (Annual Chapter Activities Presentation or Community Service Presentation) for national competition; for state competition, students may participate in one objective test, one performance event, and one chapter event.
- If competitors are late for their assigned objective test time, they will be allowed to compete with a five-point penalty until such time that results are finalized, or the accommodation would impact the fairness and integrity of the event.
- Some competitive events start in the morning before the Opening Session of NLC. The schedules for competitive events are displayed in the local time of the NLC location. Competitive event schedules cannot be changed.

Recognition

- The number of competitors will determine the number of winners. The maximum number of winners for each competitive event is 10 at the NLC; 5 at the SLC.

Event Administration

- This event is an objective test administered online at the SLC/NLC.
- No reference or study materials may be brought to the testing site.
- No calculators may be brought into the testing site; online calculators will be provided through the testing software.

Tie Breaker

- Ties are broken by comparing the correct number of answers to 10 pre-determined questions on the test. If a tie remains, answers to 20 pre-determined questions on the test will be reviewed to determine the winner. If a tie remains, the competitor who completed the test in a shorter amount of time will place higher.

Americans with Disabilities Act (ADA)

- FBLA meets the criteria specified in the Americans with Disabilities Act for all competitors with accommodations submitted through the conference registration system by the registration deadline.

Penalty Points

- Competitors may be disqualified if they violate the Code of Conduct or the Honor Code.
- Five points are deducted if competitors do not follow the Dress Code or are late to the testing site.

Electronic Devices

- Unless a pre-approved accommodation is in place, all cell phones, smart watches, and headphones must be turned off and put away before competition begins. Any visibility of these devices will be considered a violation of the Honor Code.

Study Guide: Competencies

A. Computer Literacy
B. Evolving Technologies
C. Basic Concepts in Hardware, Software, and Connectivity
D. Impacts on Society
E. Website Design
F. File Management
G. Ergonomics
H. Popup Blockers
I. Networks
J. Spam Filters