

Inside the laboratory

QCAM science video contest

*Have a passion for materials? Want to share your lab's research with the public?
Then this competition is for you!*

Competition overview

Enter this video contest by submitting a self produced video that summarizes your lab research and expertise with the objective to show the scientific work that happens in there. The video must describe the overarching research field of your lab, describing the type of functional materials under study and their applications. You may cover different aspects such as research goals, scientific expertise, techniques, equipment and research topics of interest.

The competition is open to all QCAM student and postdoctoral members, both anglophones and francophones.

Rules and regulations

Video format is free with a maximum duration of 5 min.

The use of already published video content is forbidden.

Audio and text can be in English and/or in French.

Multiple author submissions are allowed.

Only one submission by research lab will be accepted. First come first serve in case multiple submissions are received.

Acknowledgment of funding sources and material with copyright is mandatory.

It must be submitted as a YouTube video link (private or semi-private sharing is allowed) to Matteo Duca

(matteo.duca@umontreal.ca) no later than 1 December 2023 at 11:59 pm.

Evaluation criteria and prizes

The videos will be assessed for:

- Format (organization, effective speech)
- Creativity (visuals, animations)
- Objectives (research field, expertise, techniques, topics of interest)
- Scientific rigour

Two panels, one francophone and one anglophone, will judge the entries in accordance with an identical set of criteria. The prize winners will be announced on 9 December 2023 during the QCAM Student Day.

The winning French-language and English-language entry will be published in the QCAM YouTube channel.

The two winners will receive each a monetary prize (more details to come!). We will also award honorable mentions to runners-up.

Lights, camera, action!

