

Avnet Tech Games Expands to Include More Arizona College Students

More than 150 students from Arizona colleges and universities vied for top honors in the third annual Avnet Tech Games in April, applying what they are learning in school to real-work scenarios in an effort to earn scholarships. A panel of judges that included executives from Avnet selected the winners based on their ability to meet the technical requirements of the task, innovative approaches to the solution and demonstrated professional skills.

For the first time, this year's event was open to all colleges and universities within the state of Arizona. Fifty-six student teams from Arizona State University, the University of Advancing Technology and the Maricopa Community Colleges competed in the event.

Three new games were added to this year's competition, challenging students to find innovative solutions to common business problems such as building a secure data network or creating an interactive Web site for customers. The new games include the Accenture Tech Challenge, Belkin Patch Panel Madness and Microsoft Build a Business Web Site.



Winners received scholarships of \$1,000 each. In addition, two teams in the Invent a Technical Product met with Arizona Business Accelerator to explore the possibilities of developing their product ideas further to potentially take them to market. The event also incorporated a career fair and networking event to help students connect with prospective employers.

"The Avnet Tech Games are a great example of what's possible when technology companies partner with the education community and collaborate on preparing students for the workforce," said Roy Vallee, Avnet chairman and CEO. "Through their participation, students gain practical experience, while developing skills in communication, leadership and teamwork. At the same time, the technology companies involved get a better perspective on the talent offered by today's students."