

St. Cloud State University Math Contest

April 10, 2025

Activities – 10:45 am–1:15 pm

Atwood Center

- Voyageurs Room **Photos with Blizzard**, 10:45–11:15. Meet SCSU's mascot, Blizzard, our famous Husky. Take a selfie or group photo together.
- 2nd Floor **College of Science and Engineering and SCSU Admissions Info**, 10:45–1:15, outside Voyageurs Room, learn about studying at SCSU. Get questions answered at the information table.
- Basement South **Bowling, Billiards, Ping Pong, Pinball**, The Underground, 10:45–1:15, 100 students at a time, but with one adult for every 25 students. Activities available with low hourly rates.
- Basement East **Video Games**, Esports Arena, 10:45–1:15, 30 minutes, 20 students at a time. You will be able to play Rocket League, Minecraft and Fortnite among other titles. You will learn skills in teamwork, communication, leadership and problem solving. Please make sure that you have an active account ready before coming so you can just log in and play!

Centennial Hall

- 1st Floor **Husky Swag**, Bookstore, open from 9:00–5:00. Purchase your Huskies gear.

Halenbeck Hall

- 1st Floor South **Open Recreation**, Field House, 10:45–1:15, 200 students at a time. The Department of Campus Recreation will provide recreation in the Fieldhouse. Basketball, volleyball, and much more!

Integrated Science and Engineering Laboratory Facility (ISELF)

- 1st Floor (101) **AI & VR Experience**, VizLab, Room 101, 10:45–1:15, 30 minutes, 30 students max. Students will be able to get hands-on experience with Mixed Reality in the latest Meta Quest headsets by playing a game. SCSU students from the *AI for Everyone* class will be sharing their midterm and final projects, exploring the interdisciplinary uses of AI in educational settings, with hands on experiences made accessible for an introductory audience. Come see examples of how AI is being used in the world today!
- 2nd Floor (205) **Brain-Computer Interface Experience**, Brain-Computer Interface Lab, Room 205, 10:45–1:15, 10 minutes. Make your dreams come true. Now, you can read minds! With Brain-Computer Interface, you will have the firsthand opportunity to experience reading brain waves and see how easy it is to achieve anything you want with your mind, from remotely controlling your avatar as a flying drone to a humanoid NAO6 device. Your mind has the power.
- 1st Floor (Main Lobby) **College of Science and Engineering Tours**, starting at 11:00 am. Faculty will be on hand to take interested students on tours to see labs and work spaces. **10th and 11th graders are encouraged to attend.**

Miller Center

- 2nd Floor **Tabletop Games & Lounge**, Study Area & World News Commons, 10:45–1:15. The University Library's collection of Tabletop Games is available. Come challenge your friends to Giant Jenga, Pandemic, CodeNames, chess, Twister, Battleship or many other options. Snack and beverage vending machines will be available.

2nd Floor

Creativity Commons, 10:45–1:15. Tour the library’s new podcasting and digitization studios. In the crafting area, try your hand at metal detecting or make a custom pinback button.

Wick Science Building

1st Floor

Land and Water Visualization – AR Sandbox, Room 122A, 10:45–1:15, 15 minutes, 6 students at a time. Experiment with sand to create virtual topography and water visualizations on the College of Science and Engineering’s homemade augmented reality sandbox.

Basement (24)

Tour of the Night Sky, Planetarium, Room 24, Showings at 11:15, 11:55 & 12:35, 30 minutes. Each session will feature a tour of the current night sky courtesy of our beloved planetarium starball. Sit back, relax, and gaze up at the sky as it appears in your location; you'll learn how to orient yourself, finding near- and deep-space objects, using familiar (and perhaps new-to-you) constellations that are visible this month. Capacity of 55 with one adult for every 12 students younger than 13. Please wait for the planetarium doors to open – the equipment is very sensitive.

Basement (20)

Streams in Action, Wet Lab, Room 20, 10:45–1:15, 20 minutes. Visit the Wet Lab to play with water and witness its awesome power! Participate in a hands-on Stream Table demonstration. You will witness the power of moving water and observe interactions between water and various landforms. You will create river and stream channels, turn on flowing water, and observe various flow features like erosion, sediment transport, and stream channel evolution. You will also have the opportunity to simulate flood conditions on the stream table and do your best to protect communities (or destroy them). Room for 12 students at a time.

Luncheon – 11:00 am–1:00 pm

Students with Garvey lunch tickets: Cafeteria lunch will be available in [Garvey Commons](#).

Students without tickets are welcome to purchase lunch at one of [Atwood Center’s food vendors](#) or to bring a lunch.

Awards Ceremonies

NOTE: FOOD AND/OR BEVERAGES ARE NOT ALLOWED IN ANY AWARD CEREMONY

7th-8th Grades

1:30 pm, Halenbeck Hall Main Gym, North end of building, 1:30–2:00. Students should be seated by 1:20 pm for this award ceremony.

9th-12th Grades

1:30 pm, Atwood Ballroom, 2nd Floor, 1:30–2:00.

SCSU Campus Map:



URL: <https://www.stcloudstate.edu/campusmap/documents/buildings.pdf>