

Determining Project Categories

Please use this guide to help determine the best category for your project. In many cases, a project could fit into two different categories. A detailed project description helps determine in which category the project belongs.

Please view the ISEF website for more information

⇒ <https://www.societyforscience.org/isef/categories-and-subcategories/all-categories/>

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Behavioral & Social Sciences

- Human behavior
- Clinical, developmental, cognitive, & physiological psychology
- Sociology

(Does not include animal behavior)

- Geosciences (land processes, mineralogy, volcanism, and sedimentology)
- Water Science (water resources, movement, distribution, and water quality)

Biological Sciences

- Animal sciences (development, ecology, husbandry, pathology, physiology, populations genetics, systematics)
- Plant sciences (agriculture, development, ecology, genetics, photosynthesis, physiology, systematics, evolution)
- Cellular & Molecular biology (genetics, immunology)
- Microbiology (antibiotics, antimicrobials, bacteriology, microbial genetics, virology)
- Biomedical and Health Sciences (disease diagnosis & treatment, epidemiology, physiology & pathology)
- Can include biomedical engineering and computational biology (biomedical imaging/devices, cell and tissue engineering, and bioinformatics)

Chemistry & Biochemistry

- Analytical, inorganic, organic, physical chemistry
- Metabolism
- Structural biochemistry
- Computational chemistry

Earth & Environmental Sciences

- Atmospheric Science
- Climate Science
- Environmental Effects on Ecosystems

Engineering, Mathematics, Robotics, and Systems

- Embedded Systems (circuits, microcontrollers, optics and sensors)
- Energy (chemical and physical / alternative sources)
- Engineering Mechanics (aerospace and aeronautical, civil, and industrial)
- Environmental Engineering (bioremediation, pollution control, waste management and water resources management)
- Materials Science (ceramics, glasses, composites, polymers, and nanomaterials)
- Mathematics (algebra, analysis, geometry, number theory, and probability)
- Robotics and Intelligent Machines (biomechanics, machine learning, and robot kinematics)
- Systems Software (algorithms, cybersecurity, databases, language and operating systems, and mobile apps)

Physics & Astronomy

- Atomic, molecular and optical physics
- Astronomy and cosmology
- Biological physics
- Matter and materials
- Nuclear and particle physics
- Theoretical, computational and quantitative physics