

BACKGROUND OF EVENT

The Infocomm Media Youth Fest 2016 is a two-day festival featuring exhibitions, career talks and social events in celebration of all things tech and media. It is designed to bring youths aged 10 - 24 years old and the general public together to discover, share and experience tech and media culture.

EVENT DETAILS

Date: 11 – 12 November 2016 (Friday & Saturday)

Venue: Suntec Convention Centre, Halls 401 & 402

Time: 11:00am to 7:00pm

Visitors can expect an interactive and engaging journey where they will can experience first-hand how tech and media will influence the way we live, work, learn and play in the future.

EVENT ZONES

The festival is organized into four zones – “Live”, “Work”, “Learn”, and “Play”.

“LIVE”

SMART LIVING

In this zone, visitors can catch a glimpse of how technology can be leveraged upon to enhance our living standards in our daily lives. The Smart Living exhibit will showcase how:

- a. Technology is deployed and remotely controlled in all areas of the home;
- b. Appliances and/or systems communicate with each other; and,
- c. Technology is evolving the way media content is being consumed.
 - Digital TV
Enjoy better quality pictures with superior sound with digital TV
 - Toggle Red button
Access Video On Demand (VOD) offerings and live broadcast TV as well as Toggle content seamlessly with Toggle Red Button.
 - Smart Groceries
Manage the stock level of daily consumables with devices and objects that can be embedded with communication capabilities.
 - Home Utilities Management
Manage your home smarter with appliances that can be connected to communicate with one another for greater convenience and management of energy and water consumption.
 - Smart Nation App
GOVTECH's smARt Nation is an AR App created to illustrate how the Smart Nation Platform can work to serve the people in Singapore. The Smart Nation

Platform aims to connect sensors island wide and pull together meaningful data to deliver Smart Nation applications for citizens. Visitors can explore up to three different scenarios and see the enhancements to individuals' lives enabled by advancements in technology.

SMART CAFE

Visitors can drop by the Smart Café where they will have first-hand experiences of the changing F&B scene. They can also enjoy snacks and drinks served to them by robot waitresses.

“WORK”

I’M THE FUTURE

In this zone, younger visitors will have the opportunity to role-play various jobs in both the tech and media industries. Some of these jobs will be gamified so that visitors can better understand the complex nature of these jobs, while others will allow visitors the chance to try out the jobs in a real working environment. Here are the different jobs which visitors can expect to role-play in:

- a. 987 Experience (Radio DJs)
- b. News Presenter Experience (Greenscreen Newscaster)
- c. Coder Gym (Software Engineer)
- d. Guardian Zone (Security Specialist)
- e. Detective’s Den (Data Analyst)

“LEARN”

SMART CLASSROOM

The main highlight in this zone will be the Smart Classroom. The exhibit will showcase tech and media technologies such as Augmented and Virtual Reality. Visitors will learn how such technologies can be applied in a learning environment, potentially changing the way we learn and interact in schools.

Other than the Smart Classroom, visitors can also participate in a series of workshops that will introduce them to various tech and media subjects, such as Coding with Robotics and Microcontrollers, 3D Modelling and Printing, Game Design and Development, and Video Production.

Visitors can also visit IMDA’s Lab on Wheels. The two buses at the event, are retrofitted to become a mobile tech lab and they will feature cutting edge technologies such as advanced robotics, virtual reality gadgets, 3D printers and scanners as well as laser cutters and many others. One of the buses is also equipped with assistive tech gadgets such as e-braille display, Internet-of-Things and interactive apps to help people with disabilities learn, read and communicate with others.

“PLAY”



In “Play” zone, visitors will have fun interacting with interesting and creative Infocomm media technology. Activities in this zone include:

a. DRONE ARENA

Fly drones that are attached with LED lights, across a dark room with the objective of retrieving hidden messages;

b. INTERACTIVE MEDIA EXPERIENCE & GAMING

Experience exciting new games, animation, augmented reality and virtual reality projects in various areas. Examples include the wifi-hotspot RPG game that allows players to harvest ingredients and collect monsters from different Starbucks wifi-spots across Singapore, and interactive viewing experiences at the IMAX Dome.

c. TINKER GARAGE

Build, design and learn things through independent exploration, creation and tinkering;

d. IMAGINARIUM

Create life-size 3D paintings with Google Tilt Brush.

EVENT ACTIVITIES

NATIONAL INFOCOMM COMPETITION FACE-OFFS

The National Infocomm Competition (NIC) is the largest network of ICT competitions in Singapore. NIC aims to recognize the top talents in Singapore in various ICT domains. The NIC Face-Off Competitions are IMDA-led competitions that allow students to compete at the national level. At ICM Youth Festival the Face-Offs will cover the following categories:

1) NIC Face-Off Competition | Coding – Ace of Coders

Ace of Coders aims to be Singapore’s most prestigious coding competition that all young coders aspire to take part in. It is conducted in an e-sports fashion, with live on-stage competitive elements and game hosts to cast the proceedings to a live audience. Participants write codes that control the Artificial Intelligence (AI) of their troops to defeat their opponents in a fantasy gaming environment.

Ace of Coders is jointly organized by IMDA and School of Information Systems at Singapore Management University (SMU), in close partnership with CodeCombat. CodeCombat, a US-based start-up, has provided a working platform that allows the execution of a multiplayer coding challenge and contains a gamified mode to teach a variety of programming languages.

2) NIC Face-Off Competition | App Development

App Development is a competition that brings 6 winning teams from three major NIC Competitions, namely Splash Award, [i.code] and National Software Competition, for

a final showdown at the NIC Face-Off Competition | App Development. The 6 teams will pit the mobile or web apps that each team has created against one another.

The teams are judged based on their working prototype of their app and the applicability in the global/regional context. The ultimate champion, selected from over 400 participants who have taken part in the three major NIC Competitions, will represent Singapore in the upcoming Asia Pacific ICT Alliance Awards (APICTA Awards) 2016 in Taiwan. The champion, fully sponsored by IMDA, will be crowned at the ICM Youth Festival.

3) NIC Face-Off Competition | Data Analytics – Showing Insights & Telling Data-Driven Stories

This is jointly organized by IMDA and Tableau and it aims to raise the level of interest and proficiency in analysing open data in a visually appealing manner among students.

Using open datasets from various sources, students will create data-driven stories using Tableau's Software. The stories to be created will be on one of the following themes:

- Sports
- Environment & Science
- City & Culture

OUTSTANDING COMPUTING TEACHERS AWARD

This yearly award is a recognition for computing teachers in secondary schools and junior colleges who have made outstanding contributions and demonstrated sustained excellence in Computing Education through innovative and engaging teaching approaches. Award winners will receive sponsorship to attend an overseas Computer Science or Computing conference that is of professional relevance.

The nominees are judged on the following criteria:

- a. Passion and mastery of the subject
- b. Pedagogy
- c. Student development
- d. Professional development

Upon return from the overseas conference, a platform will be provided for award winners to share their learning to inspire other teachers.

MINECRAFT STORYTELLING & CODING COMPETITION

The Minecraft Storytelling & Coding Competition, a showcase of the convergence between Infocomm and Media, offers students an opportunity to display both their creative and logical

thinking abilities. Based on the theme of “Cybersecurity”, the competition comprises of two components:

- i. Students are required to demonstrate their creativity through storyboarding and scripting;
- ii. They need to apply their computational thinking skills to translate their storyboard into a working game based on the Minecraft platform.

This is open to both primary and secondary school students. Participating teams will be judged on their story creation and storyboarding abilities in the qualifying round. More than 20 teams have been selected for the Finals (taking place on 11 November 2016) to be held at the ICM Youth Festival. At the Finals, the teams will put their coding and computational thinking to the challenge.

SCIENCE HACK DAY

Science Hack Day, organised by Singapore Science Centre and Fossasia, is a two-day event that gathers people excited about making weird, silly or serious things with science in the same physical space to see what they can prototype. Designers, developers, scientists and anyone excited about making things with science are welcome to attend. No experience in science or hacking is necessary, just an insatiable sense of curiosity. The recommended age of participants is 13 and above. Younger students, accompanied by parents, are also welcome to attend.

CAREER TALK

Open to students aged 17 to 24 years old, this career talk, to be held on 12 November, will be insightful for students who are keen to find out more about infocomm and media careers. Three distinguished speakers - Mr Lee Sing Jie, a Senior Software Engineer at Garena, Mr David Kwok, CEO of Tiny Island Productions and CG Protégé Animation School and Mr Roger Pua, Senior Director of Corporate Communications, LinkedIn Corporation - will share their insights on infocomm media careers and the industry.

