

FACT SHEET

NATIONAL INFOCOMM SECURITY COMPETITION 2014

As part of a larger campaign to educate individuals, especially the young who will take their current habits into the workforce in the future, on cyber security best practices, the Infocomm Development Authority is organising the National Infocomm Security Competition (NISEC) 2014.

Themed “Be Digitally Savvy, Stay Cyber Safe!”, NISEC 2014 encourages individuals to secure their online identity, computers, mobile and wireless devices at all places, such as home and public places.

Competitions under NISEC 2014

3D Model

Open to all primary school students, the 3D model competition serves to invoke the creativity of the students to translate infocomm security tips and measures into an illustrative form (e.g. board games, 3D models, etc) to educate the general public. Participants form a team of maximum 3 members to create a 3D model up to 0.5m (length) by 0.5m (width) by 0.5m (height) using any materials (such as Styrofoam, plastic, wood, etc).

Registration period: 14 April 2014 to 30 June 2014

Competition Period: 12 July 2014 to 13 July 2014 (Lower Primary)

19 July 2014 to 20 July 2014 (Upper Primary)

Multimedia Design

This competition serves to invoke the creativity of the students to translate infocomm security tips into animated videos. A boot camp will be held for this competition to empower the participants with the skills to develop animation video. Various infocomm security concepts will also be shared with participants during the workshop and the boot camp.

There were three categories under this competition, as follows:

- a. Category 1: Upper Primary
- b. Category 2: Secondary, JC, ITE, CI
- c. Category 3: Open (> 18 years old)

Category 1 & 2:

Participants may form a team of minimum of three (3) and limited to no more than four (4) members, inclusive of one team leader, to take part and all submitted content must be related to computer security, wireless security, mobile security or online security.

A half-day Story Creation and Storyboarding workshop will be provided for registered participants, to equip participants with the necessary skills to create storyboards.

Story Creation workshop: 26 May 2014, 1530hr to 1730hr
Storyboarding workshop: 27 May 2014, 1400hr to 1800hr (Upper Primary)
28 May 2014, 1400hr to 1800hr (Secondary, JC, ITE, CI)

Video production boot camp: 23 to 27 June 2014
Animated video submission: 27 June 2014
The animated video should not be more than 60 seconds.

Category 3:

Participants may participate as an individual or form a team of maximum 4 members, inclusive of one team leader.

Submit a short write-up of not more than 200 words describing the message that the video intends to convey and the YouTube link of the video. The video should not be more than 60 seconds.

Animated video submission: 5 July 2014, 2359 hr (GMT+8)

Zero Day Defence

The competition aims to equip participants with the knowledge of developing secure websites. Through a three-day boot camp, participants will undergo a round-the-clock training, development and challenge. The correct code of ethics will also be shared with the participants. The programme for the bootcamp is as follows:

- a. 1 day secure coding training and ethical hacking advisory
- b. 1 day development of web application
- c. 1 day web application penetration challenge

This competition is open to all Diploma and Degree undergraduates from the polytechnics and universities in Singapore. Participants will be required to form teams of maximum 3 members from the same educational institution.

Registration period: 1 April 2014 to 17 May 2014
Boot Camp: 18 to 20 June 2014

Day 1:

Participating teams will be taught the principles of ethical hacking and undergo training on developing web applications using secure coding methodology. The functions to be developed on the web application will also be provided.

Day 2:

Participants embark on developing their web applications, incorporating the list of functions indicated. All web applications will need to be uploaded onto the hosting server by the end of Day 2.

Day 3 morning:

Teams will be given 3 hours to penetrate the competing teams' web applications. Teams will be scored based on the number of web application's features developed, and also the number of competing teams' web applications that they had penetrated within the 3 hours duration.

For more information on NISEC 2014, please visit <https://gosafeonline.sg/nisec>

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