

National Olympiad in Informatics Fact Sheet

National Olympiad in Informatics (NOI) is part of the National Infocomm Competition 2010 (NIC) under the Secondary School and Junior College Circuits.

Synopsis of Competition

The National Olympiad in Informatics (NOI) is an annual competition organised by the School of Computing (SoC), National University of Singapore, since 1998. It is modelled after the International Olympiad in Informatics (IOI), the ultimate international competition in computing. (*Informatics* is the European term for computer science.) NOI emphasises creativity in problem solving on the one hand, and programming skill and expertise on the other.

NOI consists of a four-and-a-half hour session in which each contestant is required to individually solve and program a solution to each of the five to seven programming tasks. The solutions are judged according to their correctness (i.e., whether they produce the correct answers) as well as their speed of execution (i.e., producing the answers within a time limit). The actual time spent on programming is not taken into account in the evaluation.

Each contestant works on a PC and is given a choice of programming language (Pascal, C or C++) to use.

Target Audience

This challenge is open to the secondary schools and junior colleges. Each school may register at most 5 students.

Scoring system

The judging system is automated. Every task (problem) contains a number of test data sets. Each submitted program is run by the judging system, and its output, to be generated within a time limit, compared with the correct answer. Each task has a maximum score of 100.

Prizes

Medals are awarded to about half of the contestants, with the gold, silver and bronze medals in the rough ratio of 1:2:3. (This mirrors the practice of IOI.)

Apart from the medals, there are six individual awards (prizes and plaques) and four school awards (plaques only):

- four top contestants (overall)
- two top secondary school contestants (apart from the four top contestants)
- two top junior colleges
- two top secondary schools

Top winners at the NOI undergo training by NUS to participate in IOI. This year, IOI 2010 will be held in Waterloo, Ontario, Canada, on 14-21 August 2010.

In January 1997, Mr Lee Yock Suan, then the Minister for Education, announced that any student who wins a medal in the IOI will automatically be offered direct entry into science, computing and engineering courses in Singapore universities.

Rules and regulations

- *NOI* is open to all current junior college and secondary school students.
- Each school may register at most five students.
- Registration deadline is on 6 February 2010.
- The contest is held on 6 March 2010, at NUS School of Computing.
- For details, please refer to <http://www.comp.nus.edu.sg/~noi/rules.html>

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About the National Infocomm Competition

The National Infocomm Competition (NIC) is an infocomm themed inter-school challenge created to uncover top infocomm talent in Singapore. Divided into three circuits - secondary schools, junior colleges and ITE/polytechnics – the competition will encompass challenges focused on areas such as business IT, digital media, mobile technology, security & networking and more.

Supported by Ministry of Education, the National Infocomm Competition is organised by the Infocomm Development Authority (IDA) and the following organisations which include National Technological University, National University of Singapore, Singapore Management University, Ngee Ann Polytechnic, Nanyang Polytechnic, Republic Polytechnic, Singapore Polytechnic, Temasek Polytechnic, Institute of Technical Education, Information Technology Standards Committee, Singapore Computer Society and Science Centre Singapore. For more information, visit <http://www.infocommtalent.sg/nic>.

Splash Awards 2010 Fact Sheet

Splash awards 2010 – Web 5.0 in 2015@School and @Play” is part of the National Infocomm Competition (NIC) under all the three circuits.

Synopsis of the Competition

Splash Awards 2010 – themed “Web 5.0 in 2015 @School and @Play” is a national IT competition jointly organized by the Student Chapter & the Web 2.0 SIG of Singapore Computer Society (SCS) under the umbrella of National Infocomm Competition (NIC). The objectives of the competition are:

- To promote an ICT culture in schools
- To challenge students’ skills in solving problems on a computer
- To test students’ knowledge on ICT

Target Audience

This challenge is open to all students ranging from secondary to tertiary institutions as well as ITEs and International IHLs with campuses in Singapore.

(1) Institutes of Higher Learning

Students currently enrolled in full-time courses in any polytechnics, universities, ITEs, overseas IHLs or equivalent educational institutions recognized by the Organizers.

(2) Secondary Schools

Students currently enrolled in secondary schools.

(3) Junior Colleges

Students currently enrolled in Junior Colleges.

Scoring System

Students are invited to submit their entries in 2 phases¹:

Phase 1

¹ * Note: Entries in the Secondary School and Junior College category will be judged on the Phase 1 submission alone.

** Note: There is no requirement to have a fully functioning application or widget for phase 2. An interactive demo of how the idea might work will suffice.

All students will be required to submit a PowerPoint presentation showing the idea and explaining the scenario in which the application benefits users either in school or at play. Students will also be required to submit a write-up of not more than 500 words explaining the benefits of the application.

Phase 2

After the presentations are submitted, a panel of judges will select the top 20 ideas for a final round of judging. In this second round of judging, the students should present the idea personally to the judging panel and should be able to demonstrate the idea in some form. The mock up may even be in the form of a Flash or web page mockup to illustrate the functioning of the idea , or better still, a widget, applet, mashup, Google application, Facebook application or web application etc. which demonstrates the idea and basic functionality of the idea.

Judging will be done by a panel of professional judges appointed by SCS and entries will be judged according to the criteria below.

Category	Weighting	Remarks
Creativity and Innovation	30	Quality of the idea. The level of innovation and originality presented. Relevance of the idea to the theme.
Market Potential	30	Practicality of the idea in terms of implementation in a real life environment. Mass adoption or commercialisation potential.
Functionality and Features	30	Competency of the program, and features showcased
Refinement	10	Look and feel of the application/widget. Completeness in terms of scenario handling.
Total	100	

Each entry will be judged on its own merit without any differentiation between individual or team entries. Similarly, prizes will be awarded on the basis of the respective entry without any differentiation. Judges' decision is final.

Prizes

More than \$10,000 worth of prizes to be won.

Rules and Regulations

- Web 5.0 in 2015 @School and @Play is the theme of the competition and all entries must revolve around the given theme.
- The idea and product must have the internet as its core platform.

- The entry must be unique and not a direct derivative of any current web platform.
- All teams must appoint a Mentor from their school/college/ITE/IHL who will provide them with guidance and assistance throughout the competition.

Prizes

More than S\$10,000 worth of prizes to be won.

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innovateIT'10 Fact Sheet

innovateIT'10 is part of the National Infocomm Competition 2010 (NIC) under the Junior College and Polytechnic/ITE Circuits.

Synopsis of Competition

innovateIT'10 is an annual business case competition held by the School of Information Systems, Singapore Management University. Student teams will be invited to the School of Information Systems and given a real-life business problem, then within the time space of 3 weeks, would have to research, brainstorm and then conduct feasibility studies for their IT-enabled solutions to real-life issues.

innovateIT'10 emphasises heavily on creativity and mental dexterity as students design, develop and showcase their solutions. Students without an IT background will find a level playing field where creativity and mental dexterity is given a priority over IT experience and knowledge, while students with an IT background will find challenge in incorporating uniqueness and increasing business value with their experience.

Target Audience

innovateIT'10 is open to all full-time students in Centralised Institutes, IP Schools, International Schools (Grade 11 onwards), ITEs, Junior Colleges and Polytechnics in Singapore. Students are allowed to participate in groups up to 3.

Scoring system

There will be 2 rounds in the competition – Idea Fest and Venture Pitch. In Idea Fest, teams will take turns to pitch their ideas onto several panels consisting of business leaders, industry professionals and professors from SMU's School of Information Systems. After that, 6 of the best performing teams will be short listed, and then invited to showcase their idea to a much larger audience and stricter group of judges. Both events will be held on 24 April 2010.

Teams will be judged on:

- Uniqueness and Originality of Idea or Execution
- Alignment between the worlds of Business and IT
- Feasibility and Effectiveness of Solution
- Presentation Skills

Prizes

For each team member,
1st Place: Apple MacBook
2nd Place: ASUS Netbook
3rd Place: Sony Playstation 3 console

Rules and regulations

- Open only to full-time Tertiary and Pre-U students
- Each school may send up to a maximum of 3 teams
- Registration deadline is 4 April 2010.
- All team members are expected to turn up for the competition day on 24 April 2010.
- All submitted materials must be the original work of the participating team

For more details or to register, please visit us at <http://InnovateIT.smu.edu.sg>

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X-Site Fact Sheet

The Science Centre Singapore is proud to organise *X-Site*, as part of the National Infocomm Competition 2010 (NIC 2010). *X-site* is open to the Secondary School, Junior College and Poly/ITE circuits.

Synopsis of Competition

X-Site is an educational design competition where students make use of their creativity and imagination to conceptualise, create and share information to the rest of the world using a 1-page presentation. Through the process, the Science Centre Singapore hopes to:

- Offer students the opportunity to showcase their talent in infocomm;
- Promote and cultivate an interest in infocomm among students; and
- Improve the students' research and writing skills, and experience teamwork.

During the preliminaries, participants from each circuit will design and create a 1 page presentation based on topics such as Internet technology, computer security and computer hardware and gadgets. The participants can make use of html, flash, powerpoint, videos or other presentation means to present their design. The exact topics for each circuit and the rules and regulations will be released at a later date.

The top teams from each circuit will proceed to the finals. The finals will be held on 6th August 2010. Adapting "The Amazing Race" TV Show format, participants will race through and hunt for checkpoints within the Science Centre premise. The teams need to complete the mission at each checkpoint to earn points. Some examples of the mission are debugging or answering simple questions related to competition.

In addition, there will be fringe events for audience participation at the finals and online.

Target Audience

This challenge is open to Secondary School, Junior College and Poly/ITE circuits. Each school may register an unlimited number of teams.

Scoring system

For the preliminaries, the design will be judged according to its content, research, educational relevance, overall design, structure, function and teamwork. The top six teams from each circuit will proceed to the finals.

For the finals, the team with the highest scores wins the challenge.

Prizes

Prizes and medals will be awarded to the top three winners from each circuit. A Certification of Participation will be issued to all participants.

Online participants will stand a chance to win attractive prizes.

Rules and regulations

- *X-site* is open to Secondary School, Junior College and Poly/ITE circuits.
- Each school may send in multiple teams, each consisting of a maximum of four participants.
- 6 teams from each circuit will enter the finals.
- Topics will be announced in April.
- Registration deadline is on 31 May 2010.
- Submission deadline for the preliminaries is on 18 June 2010.
- Finals will be held on 6 August 2010 at the Science Centre.
- For more details, please refer to www.xsite.com.sg.

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Imagine Cup 2010 Software Design Competition Fact Sheet

The *Imagine Cup 2010 Software Design Competition* is part of the National Infocomm Competition 2010 (NIC) under the Polytechnic circuit.

Synopsis of Competition

The Software Design competition challenges students to explore their own creativity by using technology to solve what they consider to be the toughest problems facing our global society. The Imagine Cup provides the incentive, but the competitors provide the genius behind innovative, dynamic, and powerful software applications. Using Microsoft tools and technology, competitors can unleash their ideas, curiosities, and talents towards creating usable software applications.

There are several stages or rounds of the competition which are as follows –

- Proposal Submission Round
- Semi Finals Judging Round
- Finals Judging Round
- Awards Ceremony
- Worldwide Finals at Poland

This competition is co-organized by Microsoft Singapore and Nanyang Technological University.

Target Audience

The competition is open to Polytechnic students.

Scoring system

Proposal round – 9th Mar 2010

Each team will send in their project idea in a proposal document. Out of all the submissions, 16 teams will make the semi-finals.

Semi Final Judging Round – 17th May 2010

Each team will present working prototypes of their solutions in front of a panel of judges comprised of Microsoft and industry experts. After the semi-final judging, the teams will be further filtered down to 4 top teams.

Final Judging Round – 21st May 2010

The top 4 teams will present their solutions in front of senior executives from Microsoft and industry.

Awards Ceremony – 26th May 2010

The local winners will be chosen to represent Singapore at the world wide finals in Poland.

Worldwide Finals – July 2010

The worldwide finals will happen from 3rd July – 9th July 2010 at Warsaw, Poland.

Prizes

More than \$25,000 worth of prizes and trophies are to be won.

Rules and regulations

- *Imagine Cup Software Design Competition* is open to students from Polytechnics.
- You must register at www.imaginecup.com, either individually, or as a member of a Team before 1st March 2010. Registration has begun since 8th July 2009.
- If you wish to register as an individual, at time of registration, you will need to create a Team and join it as an individual. If you wish to register as a member of a Team, at time of registration, you must identify your Team.
- You cannot change Teams or otherwise remove yourself or anyone else from your Team after the close of the Registration Period.
- A Team may consist of up to four (4) eligible students (each a "Team"). Your Team does not need to consist of members who are legal residents of the same country/region, or students at the same school, but your Team can only represent one (1) country/region. It is recommended, but not required, that you have one (1) mentor for your Team in addition to your four (4) Team members. Limit one (1) mentor per Team.
- The contest rounds will happen at the Microsoft office, One Marina Boulevard between 9th March 2010 to 21st May 2010. For details, please refer to <http://imaginecup.com.sg>.

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Singapore Games Creation Competition 2010 Fact Sheet

Singapore Games Creation Competition (SGCC) is an NYP-organised competition and has been a part of the National Infocomm Competition 2010 (NIC) since 2006 under the Secondary School Circuit.

Synopsis of Competition

The objective of SGCC is to

- Provide an environment for school students to learn games creation through Workshops on games development and digital creation tools. These workshops are conducted by experienced staff from Nanyang Polytechnic. Using the skills, students will be challenged to create their very own games.
- Give games designers and developers an opportunity to share and showcase their games.

The competition will be conducted over 2 stages:

- Stage 1 will be held in the June school holidays. Students will undergo a two-day game creation workshop. Each team will then submit their work in August.
- Stage 2 will be held in the September school holidays. The top 20 teams from Stage 1 will be invited to take part in this stage. Students will undergo a five-day game creation workshop.

Target Audience

This challenge is open to secondary schools. Each school may register more than 1 team. Each team must consist of 4 members from the same school.

Scoring system

All entries in Stage 1 are judged by a panel comprising industry professionals and Nanyang Polytechnic Staff. 20 teams will be invited to take part in Stage 2. Selected teams from Stage 1 and Stage 2 are expected to give a live demonstration and presentation of their games to a panel of industry professionals. Winners from each stage will be decided by the panel based on the following criteria

- Originality
 - e.g. how original and innovative the game ideas are
- Aesthetic and designs
 - e.g. do the design and colours match well with the content

- Graphical user interface
 - e.g. how friendly games is to players
- Game play
 - e.g. how addictive and fun the game is
- Presentation (selected teams)

Prizes

Attractive prizes and trophies will be given to the top 3 winners and Audience Choice of both stages.

Rules and Regulations

- SGCC is open to students from secondary schools and those pursuing integrated programmes at their respective institutions, as well as students from international schools located in Singapore.
- Participants are to be between 12 – 16 years of age.
- Each school may register more than 1 team. Each team must consist of 4 members from the same school.
- Registration deadline is on 30 April 2010.
- For details, please refer to <http://www.nyp.edu.sg/sgcc/>

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Java Jive Regional Challenge 2010 Fact Sheet

The Java Jive Challenge 2010 is part of the National Infocomm Competition 2010 (NIC) under the Polytechnic/ITE circuit.

Synopsis of Competition

Java Jive Regional Challenge 2010, organized by Sun Microsystems, is a regional challenge that will be held in several countries in Asia. ITE College East is the co-organizer of the Singapore leg of the Java Jive Regional Challenge 2010.

The Java Jive Regional Challenge 2010 provides student developers with a platform to identify, develop and apply information technology in a real world scenario. This is an opportunity for student developers to contribute to the massively connected global economy with their creative ideas, collaborative energy and innovative applications.

The challenge aims to harness young developers' passion for innovation through the use of Java technology, to develop cutting-edge applications on desktop, web and/or mobile.

Target Audience

The Java Jive Regional Challenge 2010 is open to all students from Institute of Technical Educations (ITEs), Polytechnics and Universities in Singapore. Only the ITE and Polytechnic teams will be eligible for NIC 2010 points.

Scoring System

All entries and proposals must be submitted by late April/early May 2010. There are no limitations to the number of entries or teams per institution during the preliminary round submission. Short listed teams will be given 15 minutes (including Question & Answer session) to present their application and ideas to the judging panel comprising of technology & industry luminaries at the Singapore finals which will be held in June/July 2010.

The champion team will proceed to compete with regional teams at the Regional Grand Finals.

Teams will be judged on technology, creativity, coding, usability, participation/interactivity and commercial value. The judging criteria are subject to change.

Prizes

Attractive prizes and trophies are to be won.

Rules and Regulations (subject to change)

- The Java Jive Regional Challenge 2010 is open to all ITE, Polytechnic and University students.
- Each school can submit as many numbers of entries.
- Each team must make up of exactly three members (excluding one facilitator).
- Each student can only enrol in one team.
- Each team can only submit one entry.
- Participants must be full-time students.

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Computer Society and Science Centre Singapore. For more information, visit <http://www.infocommtalent.sg/nic>.

ActionScript™.Awards.V Fact Sheet

ActionScript™.Awards.V is part of the National Infocomm Competition and is open to the public and secondary school students.

Synopsis of Competition

ActionScript™.Awards.V requires participants to create an interactive application based on given criteria using Adobe Flash ActionScript™. The theme for this year will be “Climate Change: Is it really necessary?”. The objectives of the competition are to:

- Allow participants to acquire IT skills and knowledge to be applied in the future.
- Create a local community of ActionScript users and experts for sharing of ideas and technical support.
- Generate stronger links with industry partners.
- Enhance public awareness of the theme.
- To promote the creation of digital content.
- To promote positive scripting methodologies.
- To encourage the use of New Media in reaching out to the general public.

More information can be found at the ActionScript™.Awards.V website <http://asa.sit.rp.sg>.

Target Audience

ActionScript™.Awards.V is part of the National Infocomm Competition and is open to the public and secondary school students.

Scoring System

- There will be 2 components in the judging process
 - Design documentation - 30%
 - Flash submission – 70%
- The design document will be judged based on the following in no particular order:
 - Clarity [10%] – This includes the quality of communication as well as the description of the development process.

- Depth of research [20%] – The level of research conducted and its application to the development of the submission.
- Flash submissions will be judged based on the following:
 - Creativity [10%] - This includes the concept of the submission and if applicable, the appropriate use of imagery, video and sound.
 - Communication [15%] – How well the submission communicates the theme to its audience and its effectiveness.
 - Technical Ability [20%] - The quality of code, the level of ActionScript knowledge and the clarity of comments.
 - Fun Factor [15%] - The level of user engagement of the submission. A submission which draws the user w more will score better.
 - Originality [10%] - The uniqueness of the submission as well as its relevance to the theme of the competition.

Prizes

Attractive prizes are to be won. All winners will also receive a certificate for their respective achievements.

Rules and Regulations

- Secondary School Category
 - Participants are required to create an interactive flash application with the provided theme.
 - The entry must be submitted by a team of 3 people.
- Open Category
 - Participants are required to create an interactive flash application with the provided theme.
 - Each Participant is allowed to submit 1 entry.

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code::XtremeApps:: 2010

Fact Sheet

code::XtremeApps:: 2010 is part of the National Infocomm Competition 2010 (NIC) under the Polytechnic/ITE Circuit.

Synopsis of Competition

code::XtremeApps:: aims to promote greater awareness on the use and value of standards in programming, and to cultivate programming talent in Singapore.

code::XtremeApps:: 2010 comprises two categories:

- (1) Open Category: to develop & test applications built over a 24 hour period
- (2) Junior Category: to ignite interest in programming amongst children aged 12 years and below

The Open Category will be one of the challenges for the Polytechnic/ITE circuit of the NIC, but is be open to other participants from the IHLs and the industry.

Target Audience

This challenge is open to everyone, but in particular, Polytechnic/ITE students for the NIC circuit. There is no limit to the number of teams that each school may register.

Scoring system

Judging will be based on the following criteria:

- (1) Innovation - Key ideas and concepts behind the application.
- (2) Value/Usefulness - Prospective social or commercial value that the application offers.
- (3) Extensibility - Whether the developed application can be expanded upon for new functionalities.
- (4) Sophistication - Level of sophistication in terms of development effort or use of technology.
- (5) Usability and Aesthetics - User-friendliness and overall design of the application interface.

Prizes

3 top prizes will be awarded for the Open Category, the Polytechnic/ITE circuit and the Junior Category each.

Rules and regulations

- *code::XtremeApps:: 2010* is open to the IHLs and industry, and Polytechnic/ITE students for the NIC circuit.
- Each school may register as many teams as they want, and each team comprises 1 to a maximum of 3 members.
- The registration deadline is 2 weeks before the date of competition for each category.
- The challenge will be held from *23-24 July 2010 for the Open Category* and in the month of *July 2010 for the Junior Category*.
- For more details, please refer to www.itsc.org.sg.

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About the National Infocomm Competition

The National Infocomm Competition (NIC) is an infocomm themed inter-school challenge created to uncover top infocomm talent in Singapore. Divided into three circuits - secondary schools, junior colleges and ITE/polytechnics – the competition will encompass challenges focused on areas such as business IT, digital media, mobile technology, security & networking and more.

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Mobile Animation Challenge 2010

Fact Sheet

Mobile Animation Challenge (MAC) is a national competition organised in conjunction with the National Infocomm Competition (NIC) under the Secondary School circuit. This is the fourth year the competition is being co-organised by ITE and IDA.

Synopsis of Competition

Participants are required to assemble original and relevant media contents to create a promotional clip that runs on the mobile platform.

The theme for this year is ***“Your Singapore: the unique experience”***. The clip should introduce Singapore’s culture and attractions to overseas visitors so as to enhance their stay in Singapore.

Target Audience

This challenge is open to the secondary students under the NIC Secondary Schools circuit. Each entry must be submitted by a team of 3 people. Points will be awarded to winners to compete as circuit champions under the NIC.

Scoring system

Entries will be judged based on criteria which include the concept, design and technical execution.

Prizes

Prizes will be awarded to the top 3 teams.

Rules and regulations

All participants are encouraged to attend a free familiarisation workshop at ITE campus to be conducted between June and August 2010. The finals will be held on 2 September 2010 at ITE College West, Choa Chu Kang Campus. Entries must be submitted by 2 August 2010. For more details on the rules and regulations, please refer to the MAC website at <http://mac.ite.edu.sg>

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26th National Software Competition 2010 Fact Sheet

The 26th National Software Competition (NSC) 2010 is part of the National Infocomm Competition 2010 (NIC) under the Secondary School and Junior College circuits.

Synopsis of Competition

There are three competition events in the 26th National Software Competition – *IT Quiz, Algorithm Team Event and Lego Challenge*. The objectives of the competition are:

- To promote an IT culture in schools;
- To challenge students' skills in solving problems on a computer
- To test students' knowledge on IT

Target Audience

The competition is targeted at secondary-level students (IT Quiz, Algorithm Team Event and Lego Challenge) and JC-level students (Algorithm Team Event only), and is open to students from all Secondary Schools, Junior Colleges and International Schools in Singapore.

IT Quiz – For Secondary-Level Students Only

This is an exciting secondary-level team event based on questions from the area of infocomm technology. The quiz will be conducted in a “knock-out” fashion for the preliminary round. A final round will be held in front of an audience for viewing, support and participation. The competition lasts two hours.

Algorithm Team Event – For Secondary-Level & JC-Level Students

This is a team event based on algorithm design, for secondary-level and JC-level category respectively. There will be four design problems in each category and the emphasis will be placed on novelty, speed and completeness of the solutions provided. Two hours are allocated for the whole contest.

Lego Challenge – For Secondary-Level Students Only

This is a team event for secondary-level. Based on the questions posed, students will develop the necessary program and download it to the Lego robots. Teams will be assessed based on their creativity, speed and accuracy of solutions developed

Each team will participate in a preliminary six weeks before the final round. Six teams will be selected for the final round, which will last for two hours, on 18 September 2010.

Scoring system

IT Quiz

Preliminary round

Each Team will sit for an online quiz in Blackboard and the scores of the three contestants will be the team's score.

Final Round

The top six teams from the preliminary round will take part in the final round. The final round will be a "live" contest on stage. The team will answer questions covering different areas in infocomm.

Lego Challenge

Preliminary Round

Each Team will participate in a preliminary competition around six weeks before the final round on 18 September 2010, and six teams will be selected for the final round.

Final Round

Scores will be awarded based on the teams' creativity, speed and accuracy of solutions developed.

Algorithm Team Event

A team's score will be the sum of points awarded for the work on the four problems. Scores will be awarded based on novelty, speed and completeness of the solutions provided.

Prizes

More than \$10,000 worth of prizes and trophies are to be won.

Rules and regulations

- *26th National Software Competition (NSC)* is open to students from secondary schools, junior colleges and international schools.
- Each school may register one team each for each of the competition events – Algorithm Team Event, IT Quiz and Lego Challenge.
- Registration deadline is on 13 August 2010 (for Algorithm Team Event and IT Quiz) and 2 July 2010 (for Lego Challenge).
- The contest will be held on 18 September 2010 at Singapore Polytechnic Convention Centre. Preliminaries for Lego Challenge will be held between 26 July 2010 and 30 July 2010.
- For details, please refer to <http://nsc.sp.edu.sg>.

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Netriders 2010 Fact Sheet

Netriders Singapore is a national competition organized in conjunction with the National Infocomm Competition 2010 (NIC) under the ITE/Polytechnic circuit. This is the second run of the competition and will be the first time that it is conducted under the NIC framework.

Synopsis of Competition

The competition is designed to test the knowledge and skills of participants in the PC and Network Support area. Coverage is based on the content of the Cisco Certified Network Associate (CCNA) Exploration 1-4. The competition comprises of two parts which has to be completed by participating teams of up to three members. Part 1 will require participating teams to complete a 100 questions on-line exam in 1 hour; and Part 2, the Skills Exam, is where participating teams have to solve up to three scenario-based questions using the Packet Tracer network simulation tool as a team.

Target Audience

This challenge is open to the students / alumni of the Cisco Networking Academy Program undergoing a full-time course in the ITEs and Polytechnics. Each academy may register up to three teams consisting of not more than three participants in each team. Points will be awarded to winners to compete as circuit champions under the NIC.

Scoring system

The On-line Exam will be automatically scored on the Competition Web Site and the Skills Exam will be marked Competition Judges. The overall Performance Score for each team will be tallied by the Competition Judges. The On-Line Exam will consist of 30% of the overall score and the Skills Exams will consist of 70% of the overall score.

Prizes

Subject to applicable terms and conditions, the First, Second and Third teams with the highest Performance Scores will each receive a trophy and a Linksys product. In addition, the First Place team will also secure their position to represent Singapore at the Netriders Asia Pacific 2010 on 28th October 2010.

Rules and regulations

The Competition is open to Students currently enrolled with one of the Cisco Networking Academies in Singapore or former Cisco Networking Academy students who were validly enrolled in a CCNA Discovery or CCNA Exploration course within the six months prior to the competition date of 1 Oct 2010. Participants must be at least 18 years of age by December 31, 2010; and can provide a valid Academy Connection username and valid Academy Connection ID number when registering;

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About the National Infocomm Competition

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ALICE-in-Action Challenge Fact Sheet

ALICE-in-Action is part of the National Infocomm Competition 2010 (NIC) under the Secondary School circuit.

Synopsis of Competition

ALICE is a programming software that makes the learning of programming a visually engaging experience. This is done through the use of interactive 3D graphics. In this challenge, competitors are required to use *ALICE* to create an interactive or animated program for the learning of mathematics in secondary schools.

Target Audience

This competition is targeted at secondary school students. A school may send up to **5** teams for the competition, with each team comprising **3** students. Each team is only permitted to submit **one** *ALICE* program.

Scoring system

There will be two rounds in this competition - a Qualifying Round and a Final Round. Teams qualifying for the Finals are required to give a live demonstration and an oral presentation of their Program. They will also take part in a short quiz about *ALICE* programming. The Final Round will be held on **Thursday, 4 November 2010** (date subject to change).

The **judging criteria** are as follows:

Qualifying Round

- Effectiveness (40%)
- Entertainment (20%) (Degree of engagement)
- Creativity (20%)
- Correctness of code (20%)

Final Round

- Effectiveness (15%)
- Entertainment and Creativity (15%)
- Oral Presentation (20%)
- Popularity vote by audience (20%)
- Quiz (30%)

Prizes

Trophies and attractive cash prizes are to be won.

Rules & Regulations

- Registration starts **29 Mar 2010 (Monday)** and closes on **3rd September 2010 (Friday)**.
- This is a team competition. All teams must represent their school. Each team must comprise of three members.
- Each school may send a maximum of five teams.
- Each team is permitted to hand in **one** submission only. The Program's playtime shall not be more than 3 minutes.
- The submission deadline for the Qualifying Round is **14 September 2010 (Tuesday)**.
- Teams short-listed for the Final Round can make improvements to their work and present the improved version during the finals on **4 November 2010 (Thursday)**.
- For the details of the rules and regulations, please refer to <http://www-it.tp.edu.sg>

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National StrITwise® Challenge 2010 Fact Sheet

The *National StrITwise® Challenge 2010* is part of the National Infocomm Competition 2010 (NIC) under the Secondary Schools circuits.

Synopsis of Competition

The *National StrITwise® Challenge* is a flagship national IT competition organised for secondary schools students. StrITwise® is a broad-based infocomm and interactive digital media competition. It was conceptualised by the Ngee Ann Polytechnic School of InfoComm Technology, with the objective of developing the awareness and interest of IT amongst the youth in a fun and engaging way. It is strongly endorsed and supported by the Ministry of Education (MOE), Infocomm Development Authority (IDA), Media Development Authority (MDA), Singapore Infocomm Technology Federation (SITF) and Singapore Computer Society (SCS). Since 2006, the Challenge has become part of the IDA NIC initiative.

StrITwise® provides a conducive platform for our youth to acquire basic infocomm and digital media skills through a series of training workshops conducted by Ngee Ann Polytechnic's School of InfoComm Technology and partners. The students are then encouraged to apply their creativity, strategic thinking and acquired skills to compete in teams while learning soft skills of teamwork, pitching and competition sportsmanship.

The Challenge requires teams of up to six to participate in all three components to the competition:

- **StrITcombat (RoboCode 2.0)** (simple programming to create a virtual robot to battle online)
- **StrITdΣsign (RoboDesign)** (design of a virtual robot)
- **StrITsmart** (general activities on common infocomm & digital media knowledge)

StrITcombat will test students' strategy and skills in software programming whilst StrITdΣsign will test students' creativity in designing a live-size graphical "virtual" robot as well as a virtual storyboard using animation software like Adobe Flash professional, Adobe Photoshop and Story Planner. StrITsmart will test students on general streetwise IT knowledge, problem solving skills and teamwork.

The *National StrITwise® Challenge* Trophy will be awarded to the school of the champion team and attractive prizes will also be awarded to the top fifteen teams.

Target Audience

The competition mainly targeted at secondary schools students

Prizes

More than \$10,000 worth of attractive prizes to be won!

Champion: One *National StrITwise® Challenge* Trophy.
 Trophies & Attractive Prizes

Runners-Up: Trophies & Attractive Prizes

2nd Runners-Up: Trophies & Attractive Prizes.

Attractive merit prizes will also be given to secondary school teams ranked in the top 15 in this challenge. Prizes will also be awarded to winners of the three components of the StrITwise® Challenge. Teacher-in-charge of the winning teams will also be given prizes. There are also surprise prizes to be won!

Rules and regulations

- Each Secondary School can send a maximum of three teams.
- Each team should have up to six students. Relevant training sessions will be conducted to assist students in their preparation for the challenge.
- Each team should compete all three competitions to gain maximum points
- All participants of the *National StrITwise® Challenge* 2010 will receive Certificates of Participation.
- More detailed information of the challenge can be found in the “Preparation” and “Rules” sections.
- The decisions of the Organising Committee will be final.
- The Organising Committee reserves the rights to change the rules and regulations where they deem fit without prior notice; to change the format of the challenge; to suspend or cancel the challenge; and to use or modify submitted codes/designs/stories for publicity or any other events/purposes after the challenge.

Date of Challenge: 13th November 2010

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Schools Digital Media Awards 2011 Fact Sheet

Schools Digital Media Awards (SDMA) 2010 is part of the National Infocomm Competition 2010 (NIC) under the Secondary School and Junior College circuits.

Synopsis of Competition

The *Schools Digital Media Awards (SDMA)* comprises three categories– video, animation, audio – and is open to Primary, Secondary, JC/CI students as well as teachers. It strives to enhance the participants' understanding of the use of various media to create, engage and innovate. This is in line with the Government's strategic framework to build a world class Interactive Digital Media (IDM) talent base in Singapore. In addition, participation in the *SDMA* provides opportunities for teamwork, collaboration and the development of media literacy. *SDMA* Themes that are relevant to our students' experiences will be introduced for the participants to work on.

Target Audience

This challenge is open to Secondary School and Junior College/ Centralized Institution circuits. Each school may submit three entries per category.

Each category is further divided into genres. For example, students interested to produce a video clip can choose between an advertisement, a documentary or a drama. Students then select the theme they wish to work on for their chosen genre. Details of the genre and themes will be announced in April 2010.

Students are given about seven months to produce their media clips and will need to submit their entries when the submission closes in November 2010.

Scoring system

All entries will be judged based on their creativity, originality, educational value, adherence to given themes (if stated) and technical quality.

Prizes

Sponsored prizes and certificates of participation will be awarded to both winning and non-winning teams.

Rules and regulations

- SDMA 2011 is open to Primary School, Secondary School and Junior College/Centralised Institution circuits.
- Each school may send in teams of three to five students.
- Topics will be announced in April 2010
- Submission deadline 22 November 2010
- For more details, please refer to <http://evideo.edu.sg/sdma>

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[i.code] Competition Fact Sheet

[i.code] Competition will be a new entry to the National Infocomm Competition 2010 (NIC) under the Secondary School Circuit.

Synopsis of Competition

[i.code] provides an exciting platform for secondary school students to develop applications on connected smart devices such as iPhone and iPod Touch. The students will learn human interface design principles and application development techniques through training workshops. With their newly acquired skills, students will be challenged to develop an innovative application that has the potential to reach millions of users.

The competition provides an avenue for young aspiring developers to compete and showcase their talents. The students will also be able to meet like-minded people for some fun and social networking.

A pre-registration workshop will be conducted in June to prepare students for the competition. A selection round will be conducted in September and the final round of competitions will be held in November.

Prior to the final round of competitions, there will also be a series of online quizzes for students to participate. Attractive prizes will be given to all the winners.

Target Audience

This competition is open to all secondary school students. Each school may register more than one team. Each team consists of not more than 3 students from the same school.

Scoring System

All participants are expected to give a live demonstration and presentation of their applications to a panel of judges. Winners will be decided by the panel of judges based on the following criteria:

- Platform Innovation – This criterion evaluates revolutionary and inspirational characteristics and new or substantially improved functional characteristics, technical breakthroughs, societal impact and significant user productivity enhancements.

- Design & Quality – This criterion evaluates how elegant, delightful, intuitive, inviting, engaging, exciting, organized, polished, efficient and easy to use of the entry.
- Integration & Technology Adoption – This criterion evaluates advanced and impactful use of technologies to deliver innovative, compelling, highly impactful functionality and to integrate with relevant system services, applications and data.
- Presentation – This criterion evaluates the packaging and presentation conducted by the students during the competition.
- Commercial Value – This criterion evaluates the commercial viability of the propose solution.

Prizes

Attractive prizes and trophies will be given to the top 3 winners, as well as 3 special prizes to the following awards:

- Best Usability Award
- Best Innovation Award
- Best Technology Award

Rules and Regulations

- *[i.code]* is open to all secondary school students in Singapore.
- Each school may register more than one team. Each team consists of not more than 3 students from the same school
- Registration for June 2-day workshop starts in May 2010.
- Registration for the competition starts in June 2010.

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