The JavaJive Challenge 2007
Jiving to the Beat of the Participation Age

Fact Sheet

The JavaJive Challenge is proud to be part of the National Infocomm Competition (NIC) under the Polytechnic/ITE Circuits.

Synopsis of Competition

The JavaJive Challenge 2007 – Jiving to the Beat of the Participation Age aims to provide an avenue for students to showcase their ideas and actual working models of their applications. The objective of the challenge is to harness creativity and drive students' passion for innovation using Web 2.0 technologies on open source Java and Solaris.

Target Audience

This challenge is open to all polytechnics/ITE. Each school may register to a maximum of 4 teams. Each team must consist of 3 to 4 members.

Scoring System

Each team must present their applications at the JavaJive Judging Day on 19 June 2007, where each team will give a 10-minute presentation, followed by a 5-minute Question & Answer session with the judging committee.
This year, the JavaJive Challenge 2007 will have two categories that teams can choose from: Web 2.0 Application Challenge and Mobile Application Challenge.

The Judging Criteria for Judging Day is as follows:

Web 2.0 Application Challenge

- Usability – Ease of using the application
- Technology – Ability to effectively apply technologies including Java Development Tools, NetBeans 5.5 IDE and Solaris
- Commercial Value – Extensiveness to which the application is commercially viable to implement
- Creativity – Originality and degree of technology innovation
- Participation – Extent to which application fosters participation, interactivity and sharing on the Net

Mobile Application Challenge

- Usability – Ease of using the application
- Technology – Ability to effectively apply technologies including Java Development Tools and NetBeans 5.5 IDE
- Commercial Value – Extensiveness to which the application is commercially viable to implement
- Creativity – Originality and degree of technology innovation
- Participation – Extent to which application fosters participation, interactivity and sharing

Prizes

The top three teams from each category, six teams in total, will be given the chance to showcase their application at the finals during the Sun Developer Days on 3rd July 2007 (Date to be confirmed). Each team will be given five minutes to present their application on stage. In addition, each team will be allocated a booth where they can showcase their application and promote it to the commercial developers attending the Sun Developer Days.

The teams will be judged on a different set of criteria (refer to section on Judging Criteria) and scores awarded at the finals will constitute 25 per cent of the final scores. The scores earned earlier from the Judging Day will be carried over to the finals and will make up the remaining 75 per cent of the final score. The winning team from each category will receive a cash prize of $1500 and each team member will walk away with a Sony PlayStation 3. The remaining four teams will each receive consolation prizes in the form of cash vouchers worth $500.

The six teams will also compete for the Sun Developers' Choice award during the finals. This award will be given to the team with the most SMS votes from the audience at Sun Developer Days. The winning team will receive a cash voucher worth $200.

Rules and regulations

- Each team is to consist of three to four members (excluding facilitator)
- Each institution can submit up to four teams
- Participants must be full-time students
- Participants can submit entries to compete in the following categories:
- Web 2.0 Java Application on Solaris Operating Systems
- Java Mobile Application running on any mobile devices and PDAs
- All entries must use the Java programming language and the NetBeans 5.5 IDE tool
- Each team has to submit the application form by 17 May 2007.

- Each team has to submit a soft copy of the photo of the team members and a short write-up on the team to be posted on the JavaJive website by 17 May 2007
- Each team has four weeks to develop the application
- Each team has to submit a 3-5 page report outlining the tools used to develop the application, how the application met the objective of the challenge, how to use the application and how it ties in with the Participation Age.
- The submission deadline for the report is 12 June 2007.
- On JavaJive Judging Day, teams participating in the Web Application Challenge are required to provide all the equipment and software to demonstrate their entry. Teams participating in the Mobile Application Challenge are expected to demonstrate their applications using the emulator or their own mobile devices.
- Participating teams are required to prepare a 10-minute presentation which will be followed by a 5-minute Question and Answer session with the judging committee on JavaJive Judging Day.
- The top three teams from each category will be required to present at the Sun Developer Days on 3 July 2007 (Date to be confirmed). Each team will be given 5 minutes to present their application on stage. Each team will also have a booth to display their application and promote their application to the attendees at the Sun Developer Days.

More information on the JavaJive Challenge 2007 - Jiving to the Beat of the Participation Age will be available on http://sg.sun.com/javajive or you may contact javajive-ext@sun.com.

Contact details

Mr. Tan Chang Huong
Strategic Initiative Director
Sun Microsystems Asia South
Email: chang-huong.tan@sun.com
Tel: 62392163

Ms. Hayley Yap
Integrated Marketing Specialist
Sun Microsystems Asia South
Email: hayley.yap@sun.com
Tel: 62392647

Joanne Wee/ Maylynn van der Beek
Batey Consulting
Email: Joanne.wee@bateyconsulting.com / Maylynn.v@bateyconsulting.com
Tel: 63230355

About the National Infocomm Competition

The National Infocomm Competition is a multi-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. For more information, visit talent.singaporeinfocomm.sg. The National Infocomm Competition is organised by the Infocomm Development Authority of Singapore, universities, polytechnics, ITE, Singapore Computer Society, Singapore Institute of Management and Singapore Science Centre.

About the JavaJive Challenge

The JavaJive Challenge is a competition open to all institutions of higher learning in Singapore. It aims to provide an avenue for students to showcase their ideas and

actual working models of their applications through the innovative use of Java, NetBeans and Solaris. For the JavaJive Challenge 2007, students can choose to register for the Web 2.0 Application Challenge or the Mobile Application Challenge.

.