

11th National Olympiad in Informatics Fact Sheet

The 11th *National Olympiad in Informatics (NOI)* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Secondary School and Junior College circuits.

Synopsis of Competition

The 11th *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 skills and expertise on the other.

NOI consists a four-hour session in which each contestant is required to individually solve and program a solution for five to seven programming tasks. The solutions are judged according to their accuracy (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 a maximum of five students.

Scoring system

The judging system is automated. Every task (problem) contains five test data sets. Each submitted program is run by the judging system, and its output compared with the correct answer. If the output is correct, it will be awarded 20 marks; no mark is awarded if the output is wrong or no output is produced within the set time limit. 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* will undergo training by NUS to participate in *IOI*. This year, *IOI 2008* will be held in Egypt on 16-23 August 2008.

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 a maximum of five students.
- Registration deadline is on 7 March 2008.
- The contest will be held on 5 April 2008, at NUS School of Computing.
- For more 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 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. Supported by Ministry of Education, the NIC is organised by IDA and the following organisations including National Technological University, National University of Singapore, Singapore Institute of Management, 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 talent.singaporeinfocomm.sg.

Splash Awards 2008 Fact Sheet

The *Splash Awards 2008* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Secondary School, Junior College and Poly/ITE circuits.

Synopsis of Competition

The *Splash Awards 2008 – XChallenge* is a 12-hour iron-coder competition where students will use infocomm technology to solve one of the world's toughest challenges – creating a *sustainable environment*. In particular, *XChallenge* will focus on Web 2.0 technologies including the usage of various Web services and APIs to create “mash-ups” with an environmental focus. Teams will be presented with a variety of technical and physical challenges in order to determine who will be crowned the *XChallenge* Champion.

Target Audience

This challenge is open to all circuits: secondary schools, junior colleges and polytechnics/ITE. Each school may register as many teams but it will be on a first-come-first-served basis.

Scoring system

Scoring system is 100 points per question. The teams will be awarded points based on judges' decision.

Points will be awarded automatically after the competition closes. Team will be ranked and the team with the highest score will be the champion. Points may also be awarded in pre-competition events which will all contribute to the final score.

Competition Format

Teams will attend a non-stop coding competition at either one of the local IHLs or Microsoft Auditorium.

Prizes

Prizes worth more than S\$30,000 will be given to the winners.

Rules and regulations

- *Splash Awards 2008 - XChallenge* is open to all circuits: secondary schools, junior colleges and polytechnics/ITE.
- Each school may register as many teams but it will be on a first-come-first-served basis.
- Registration deadline is on 9 April 2008.
- The contest will held on 26 April 2008, venue to be confirmed.
- For more details, please refer to <http://www.splashaward.com>.

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Java Jive Regional Challenge 2008 Fact Sheet

The *Java Jive Regional Challenge 2008* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Polytechnic/ITE circuit.

Synopsis of Competition

The *Java Jive Regional Challenge 2008 - Keeping IT Real!* provides students with a platform to identify, develop and apply IT in a real world scenario. The objective of the challenge is to drive students' passion for innovation using Web 2.0 technologies and tools like NetBeans, Java Technology and the Solaris Operating System. A unique feature of this year's challenge is the opportunity to work with mentors from the healthcare industry, where participants are offered an experiential and hands-on approach as they develop and deploy solutions that can possibly be the next big thing in the healthcare industry.

Participating teams are expected to use Java and Netbeans along with their software design, programming, creativity and entrepreneurial skills to develop and innovative Java-based web application that best makes IT 'real' in addressing issues pertinent to the healthcare industry while demonstrating "Participation on the Net". The overall solution is not limited to just web interfaces but can include other applications interfaces as long as they have an element of participation and interactivity. Teams are encouraged to develop their application on the Solaris platform.

This year, *Java Jive* is going regional! Through participating in *Java Jive* this year, students will be able to compete and share with their peers on a regional level from Thailand and Malaysia. The SUN-ITE Centre of Technology is the regional host partner of the regional challenge.

Target Audience

In Singapore, this challenge is open to all ITE, Polytechnic and University students. Only the ITE and Polytechnic teams will be eligible for the NIC 2008 points.

Participants can register online at sg.sun.com/javajive or submit their details to JavaJive-ext@sun.com.

Scoring system

Each team must present their applications at the *Java Jive Finals (Singapore)* on 26 June 2008, where each team will give a 10-minute presentation. This will be followed by a 5-minute Question & Answer session with the judging committee.

The Judging Criteria are as follows (*subject to change*):

- Usability – Ease of using the application
- Technology – Ability to effectively apply technologies including Java Development Tools, NetBeans 5.5 IDE & above.
- Commercial Value/ Industry Relevance– Extensiveness to which the application is commercially viable to implement for the specific industry
- Creativity – Originality and degree of technology innovation

- Participation – Extent to which application fosters participation, interactivity and sharing on the Net

The winning team with the highest score will go on to compete with the winning developers from Malaysia and Thailand at the *Java Jive Regional Challenge 2008 – Grand Finals* to be held at Sun Developer Days on 15 July 2008 to compete for the title of Java Jive Regional Champion. At the *Java Jive Regional Challenge 2008 – Grand Finals*, each team will be given five minutes to present their applications on stage. In addition, each team will be allocated a booth where they can showcase their applications and promote it to the commercial developers at Sun Developer Days.

Prizes

Prizes will be announced at a later date.

Rules and regulations

- In Singapore, the *Java Jive Regional Challenge 2008* is open to all ITE, Polytechnic and University students.
- Each school may register a maximum of three teams. Each team must consist of three members.
- Registration deadline is 18 April 2008.
- The *Java Jive Finals (Singapore)* will held on 26 June 2008 at ITE College East. NIC 2008 points are awarded based on the results of the *Java Jive Finals (Singapore)*.

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code::XtremeApps:: 2008 Fact Sheet

The *code::XtremeApps:: 2008* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Polytechnic /ITE circuit.

Synopsis of Competition

The objectives of the competition are to promote greater awareness on the use and value of standards in programming; and to cultivate programming talent in Singapore. *code::XtremeApps:: 2008* comprises two categories:

1. Open Category: to develop & test applications build over a 24-hour period
2. Junior Category: to ignite interest in programming amongst children below 12 years old

The open category is one of the challenges under the Polytechnic / ITE circuit of the NIC 2008, but it is also opened to other participants from the Institutes of Higher Learning (IHLs) and the industry.

Target Audience

This challenge is open to all, but in particular, Polytechnics and ITEs for the NIC 2008. There is no limit to the number of teams that each school may register.

Scoring system

Judging will be based on the following criteria:

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

Prizes

- (a) 3 top prizes for the Open Category
- (b) 3 top prizes for the Polytechnic/ITE circuit
- (c) 3 top prizes for the Junior Category

Rules and regulations

- *code::XtremeApps:: 2008* is open to the IHLs and industry, and Polytechnic/ITE students for the NIC 2008.
- Each school may register as many teams as they want, and each team comprises one to a maximum of three members.
- Registration deadline is two weeks before the date of competition for each category.
- The contest is held a) on 19/20 July 2008 for the Open Category, and b) in the week from 9 to 12 June 2008 for the Junior Category,

- For more details, please refer to www.itsc.org.sg.

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X-Site Fact Sheet

The Science Centre Singapore is proud to organise a new challenge named *X-Site*, as part of the National Infocomm Competition 2008 (NIC 2008). (This will replace the existing *NIC Quiz*). *X-site* is open to the Secondary School, Junior College and Poly/ITE circuits.

Synopsis of Competition

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

- 1) offer students the opportunity to showcase their talent in infocomm;
- 2) promote and cultivate an interest in infocomm among students; and
- 3) improve the students' research and writing skills, and experience teamwork.

During the preliminaries, participants from each circuit will design and create a website based on topics such as Internet technology, computer security and computer hardware and gadgets. 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 26 July 2008. Adapting "The Amazing Race" TV Show format, participants will go through the race 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 website design and hosting.

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 as unlimited number of teams.

Scoring system

For the preliminaries, the website will be judged according to its content, research, educational relevance, website design, structure, function, ease of navigation and teamwork. The top three teams 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 teams of four.
- Topics will be announced in March.
- Registration deadline is on 1 June 2008.
- Submission deadline for the preliminaries is on 20 June 2008.
- Finals will be held on 26 July 2008 at the Science Centre.
- For more details, please refer to www.xsite.com.sg.

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Mobile Animation Challenge Fact Sheet

The *Mobile Animation Challenge (MAC)* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Secondary School circuit.

Synopsis of Competition

This national Mobile Animation Challenge is targeted at secondary school students to engage them and create promotional clips on the mobile platform. Participants are required to assemble original and relevant media contents to create a promotional clip of not more than 30 seconds, based on the following theme:

Tell us how life will be different in an energy-efficient future. The National Energy Policy Report (available at www.mti.gov.sg) outlines some policies that can lift Singapore's energy efficiency. Can infocomm technologies help us to do more with less energy? Assemble an animation clip on a mobile platform of not more than 30 seconds to tell us how this can be done.

Target Audience

This challenge is open to secondary school students. Each school may register up to three teams consisting not more than three participants in each team.

Scoring system

All participants must register and attend a free familiarisation workshop at the ITE campus conducted between May to July 2008. Entries must be submitted by 11 July 2008. Shortlisted entries will be informed to attend the judging and award ceremony on the 28 August 2008

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

Prizes

Prizes will be awarded to six teams.

1st Prize: \$600 + 3 set of Adobe CS3 Master Collection (Education version) +
Nokia N95 8GB

2nd Prize: \$400 + 3 set of Adobe CS3 Master Collection (Education version) +
Nokia 5310

3rd Prize :\$200 + 3 set of Adobe CS3 Master Collection (Education version)

Merit Awards (Qty 3): \$100 Each

Rules and regulations

- The *Mobile Animation Challenge* is open to secondary schools students.
- Each school may register up to three teams and participation can be individual or teams consisting maximum of three students.
- All students must register and attend a familiarisation workshop at the ITE campus.
- Registration deadline is on 13 June 2008.
- The contest is held on 28 August 2008.

- All entries must be developed using prescribed software.
- Entries are to be submitted in CD Rom and must be accompanied with:
 - a. the original Flash working file (*.fla)
 - b. the completed Flash movie file (*.swf).
- All linked files for the animation (e.g. sound, music, fonts, graphic etc) must be attached with each project.
- Shortlisted participants are required to install their working files onto FlashLite-enabled mobile devices and be present to showcase their works during the judging and prize presentation ceremony.
- Finalists will be required to submit all relevant releases for creative assets not developed by the entrant (e.g. music, etc.).
- No repeat entries under NIC will be considered.
- Participants agree to let the organizer to use the entries to promote this and future competition.
- The judges' decisions are final.
- For more details, please refer to MAC website at <http://mac.ite.edu.sg>

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ActionScript.Awards Fact Sheet

The *ActionScript.Awards* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Secondary School circuit.

Synopsis of Competition

The competition in its 4th year, is organised by Republic Polytechnic's School of Information and Communications Technology (SIT) since 2004. To date, this competition has attracted over 800 participants and awarded \$30,000 worth of prizes. The theme for this year is 'Go Green'. This is in view of the rising number of environmental issues over the recent years and their effects on our planet. Participants in the 'Secondary school' category will be required to develop an interactive storybook using the "Adobe Flash" software.

Target Audience

The challenge is open to secondary schools. Each school may register a maximum of five teams.

Scoring system

The entries will be judged by a panel of judges. The scoring criteria will be based on:

- Effectiveness of Theme Message
- Technical Ability
- Creativity

Prizes

Category	Item	Price	Qty	Total	Sub Total
1st Prize					
(Sec)	Trophy	100	3	300	
	Adobe CS3 Web Premium	Sponsored	3	0	
	Creative Zen	500	3	1500	
	Cash	500	3	1500	3300
2nd Prize					
(Sec)	Trophy	75	3	225	
	Adobe CS3 Web Premium	Sponsored	3	0	
	Creative Zen V Plus	300	3	900	
	Cash	250	3	750	1875
3rd Prize					
(Sec)	Trophy	50	3	150	
	Adobe CS3 Web Premium	Sponsored	3	0	
	Creative Zen Stone	100	3	300	
	Cash	100	3	300	750
Merit (Sec)	Vouchers	50	20	1000	1000

Rules and regulations

- *ActionScript.Awards* is open to secondary school students.
- Each school may register a maximum of five teams. Each team can have a maximum of three members.
- Registration deadline is on 1 June 2008.
- The contest will be held from 15-31 August 2008.
- For more details, please refer to <http://asa.sit.rp.sg>.

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Singapore Games Creation Competition Fact Sheet

The *Singapore Games Creation Competition (SGCC)* is proud to be part of the National Infocomm Competition 2008 (NIC) under the Secondary School circuit.

Synopsis of Competition

The objectives of SGCC are to:

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

The competition will be conducted over two 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 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 one team. Each team must consist of four members from the same school.

Scoring system

All entries in Stage 1 are judged by a panel of 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. original and innovative game ideas
- Aesthetic and designs
 - e.g. design and colours match well with the content
- Graphical user interface
 - e.g. player-friendly games
- Game play
 - e.g. addictive and fun game
- Presentation (selected teams)

Prizes

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

Rules and regulations

- SGCC is open to students in the secondary schools in Singapore.
- Each school may register more than one team. Each team must consist four members from the same school.
- Registration deadline is on 1 April 2008.
- For more details, please refer to <http://www.nyp.edu.sg/sgcc/>.

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ALICE-in-Action Fact Sheet

Temasek Informatics & IT School's *ALICE-in-Action Challenge* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) 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. The theme for this year's challenge is '*Creating Fun for the World with ALICE*'. Competitors are required to develop an interactive animation for a game or story. The animation must be interesting, entertaining and engaging.

Target Audience

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

Scoring system

There are 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 Friday, 5 September 2008.

The judging criteria are as follows:

Qualifying round

- Effectiveness in creating fun (40%)
- Creativity (30%)
- Correctness of code (30%)

Final round

- Effectiveness in creating fun (20%)
- Creativity (20%)
- Oral Presentation (10%)
- Popularity vote by audience (20%)
- Quiz (30%)

Prizes

Trophies and attractive cash prizes are to be won.

Rules & Regulations

- Registration starts on 24 March 2008 (Monday) and closes on 11 July 2008 (Friday).
- All teams must represent their school. Each team must comprise 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 should not be more than 3 minutes.
- The submission deadline for the qualifying round is 1 Aug 2008 (Friday).
- Teams short-listed for the final round can make improvements to their work and present the improved version during the finals on 5 September 2008 (Friday).
- For more details, please refer to <http://www-it.tp.edu.sg>.

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24th National Software Competition 2008 Fact Sheet

The 24th National Software Competition (NSC) 2008 is proud to be part of the National Infocomm Competition 2008 (NIC) under the Secondary School and Junior College circuits.

Synopsis of Competition

There are three competition events in the 24th 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 schools students (IT Quiz, Algorithm Team Event and Lego Challenge) and JC students (Algorithm Team Event).

IT Quiz – For Secondary School Students Only

This is an exciting 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 School & Junior College Students

This is a team event base on algorithm design for categories of secondary schools and junior colleges 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 School Students Only

This is also a team event for secondary schools. Based on the questions posed, students will develop the necessary program and download it to the Lego robots, located in Singapore Polytechnic, using the Internet. From their remote locations students are required to control the Lego robots accordingly. Teams will be assessed based on their creativity, speed and accuracy of solutions developed. Results may be viewed from web cameras.

Each team will participate in a preliminary six weeks before the final round. Six teams will be selected for the final round on 13 September 2008.

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 13 September, 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

- *24th National Software Competition (NSC)* is open to students from secondary schools and junior college.
- 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 15 August 2008 (for Algorithm Team Event and IT Quiz) and 4 July 2008 (for Lego Challenge).
- The contest will be held on 13 September 2008 at Singapore Polytechnic Convention Centre. Preliminaries for Lego Challenge will be held between 28 July 08 and 2 August 08.
- For details, please refer to nsc.sp.edu.sg.

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About the National Infocomm Competition

The National Infocomm Competition (NIC) 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. Supported by Ministry of Education, the

NIC is organised by IDA and the following organisations including National Technological University, National University of Singapore, Singapore Institute of Management, 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 talent.singaporeinfocomm.sg.

National StrITwise® Challenge Fact Sheet

The *National StrITwise® Challenge* is proud to be part of the National Infocomm Competition 2008 (NIC) under the Secondary School circuit.

Synopsis of Competition

The *National StrITwise® Challenge* is a flagship national IT competition organised for the secondary schools and students. The *National StrITwise® Challenge* is a broad-based infocomm and interactive digital media competition, conceptualised by Ngee Ann Polytechnic's 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 a prestigious IT competition opened to all secondary schools in Singapore. It 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 its partners. The students are encouraged to apply their creativity, strategic thinking and acquired skills to compete in teams while learning soft skills of teamwork, pitching and competition sportsmanship. It will provide an excellent opportunity for the schools to exhibit their competency in IT and creativity.

Target Audience

The challenge is open to secondary school students.

Scoring system

Participants will compete in three exciting components where they will earn points. The team with highest points accumulated will emerge as the overall champion.

Prizes

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

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

Runners-Up: Trophies & Attractive Prizes

2nd Runners-Up: Trophies & Attractive Prizes.

Prizes will also be awarded to winners of the three components of the StrITwise® Challenge.

Teachers-in-charge of the winning teams will also be given prizes.

Attractive merit prizes will also be given to secondary school teams ranked in the top 15 in this challenge. There are also surprise prizes to be won!

Previously, winners have won Xbox 360s, PSP Playstations, Nintendo Wii, DS Lite, iPods, MP4 players, and many other attractive prizes.

Rules and regulations

- *National StrITwise*[®] Challenge is open to secondary schools.
- The Challenge requires teams of up to six to participate in all three components to the competition. Each school may register up to three teams.
- Registration deadline is on 30 September 2008
- Workshops will be conducted in September 2008
- The contest will be held on 15 November 2008 at, Convention Centre, Ngee Ann Polytechnic.
- For more details, please refer to www.ict.np.edu.sg/stritwise

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School Digital Media Awards Fact Sheet

The Educational Ministry's *School Digital Media Awards* is proud to be part of the National Infocomm Competition 2008 (NIC 2008) under the Secondary School, and Junior College circuits.

Synopsis of Competition

Inaugurated in June 1999, the *Schools Video Awards (SVA)* was organised with the objective of providing a platform for our students to express themselves creatively through the video medium. In 2007, the competition was re-branded as *the Schools Digital Media Awards (SDMA)* to include media categories such as audio and animation. 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.

Target Audience

This challenge is open to Secondary Schools and Junior Colleges.

Scoring system

The entries are judged based on their creativity, educational value and technical qualities.

Prizes

Attractive prizes for the winning schools and participants are presented according to the different category of awards: Platinum, Gold, Silver and Merit.

Rules and regulations

- Each school may send up to three teams for each category comprising a maximum of five students and one teacher-facilitator. A student cannot be a member of more than one team. Only students who are registered on the SDMA website can work on the entries.
- Each entry must be accompanied by the entry form and all relevant documents (e.g. copyright information, translation of script etc). Incomplete and late entries will be disqualified.
- Registration deadline is on 24 November 2008.
- For more details, please refer to <http://www.evideo.edu.sg/sdma/>.

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