

## Annex A: Summary of Stations for the National Infocomm Competition (NIC)

IHL	Proposed Area of Station / Theme	Name of Station	Objective	Description of Station Challenge	Audience	Team Size	Date of Competition	Registration Deadline	Website / Email enquiry
SCS & ITE	Mobile Technologies	Splash Awards 2006 - 3G Live!	Promote 3G technologies for participants to develop creative and innovative applications that opens up more possibilities in mobile communications and entertainment.	<p>Participants are required to develop creative and innovative applications that make use of 3G services. They will be briefed by technology partners, given training and be required to submit a proposal. Shortlisted participants will be given 3 months to develop the application.</p> <p>Winners will be decided after the final presentation and demonstration of the application to the judging committee.</p>	Secondary school, JCs, Poly/ITE students	1-2 members /team	4 & 11 Nov 2006	14 Jul 2006	<p><b>Website:</b> <a href="http://www.splashaward.com">www.splashaward.com</a></p> <p><b>Email enquiry:</b> <a href="mailto:enquiries@splashaward.com">enquiries@splashaward.com</a></p> <p><b>Hotline:</b> 6226 2567 ext. 13</p>
NTU	Software / Programming	virtualXgame	Promote excellence in programming skills, and raise a sense of wonderment and fun concerning the application of IT in a competitive setting.	<p>Participants are required to program virtual combatants battling for supremacy over a piece of virtual territory. The combatants with the best mix of characteristics and the most robust code structures will emerge the victor.</p> <p>The storyline for the game application can be any type of military action or sports events. The quantity and types of virtual combatants will be established in concert with the storyline.</p>	JCs & Poly/ITE students	3 members / team	9 Dec 2006	16 Oct 2006 (Pre-registration in July)	<p><b>Website:</b> <a href="http://www.ntu.edu.sg/nic">www.ntu.edu.sg/nic</a></p> <p><b>Email enquiry:</b> <a href="mailto:joeytang@ntu.edu.sg">joeytang@ntu.edu.sg</a></p> <p><b>Hotline:</b> 63168872</p>

NUS	Software / Algorithms	National Olympiad in Informatics (NOI)	Emphasise creativity in problem solving as well as programming skills and expertise	<p>Participants are required to individually solve and program solutions to 6-7 programming tasks. The tasks are algorithmic in nature and span all areas of computing including cryptography, computational geometry, database, bio-informatics.</p> <p>Solutions are judged based on accuracy and speed of execution. Participants work on a PC and are given a choice of programming language to use.</p>	JCs & Secondary school students	Individual	13 Jan 2007	11 Nov 2006	<p><b>Website:</b>  <a href="http://www.comp.nus.edu.sg/~noi/">www.comp.nus.edu.sg/~noi/</a></p> <p><b>Email enquiry:</b>  noi@comp.nus.edu.sg</p> <p><b>Hotline:</b>  NA</p>
SMU	Business IT	Innovate IT!	Promote the innovative use of infocomm to improve business value in a fun & engaging manner	Participants will be given a business scenario and are required to generate an innovative idea for solving the given scenario using infocomm technology. Ideas will be presented to a panel of judges. The top 3 selected teams will be required to build a business case prototype.	JC & Poly/ITE students	Max of 3 members / team	9 & 13 Dec 2006	23 Sep 2006	<p><b>Website:</b>  <a href="http://innovateIT.smu.edu.sg">http://innovateIT.smu.edu.sg</a></p> <p><b>Email enquiry:</b>  innovateit@smu.edu.sg</p> <p><b>Hotline:</b>  NA</p>
NYP	Games Development	Singapore Games Creation Competition (SGCC)	Promote use of game development techniques to create games that explains the concept of Science in an entertaining and educational way.	<p>Participants operating in teams of 4 are required to create a computer game using a combination of techniques and tools. They will be taught how to use digital media creation tools, game engine tools and the technical aspects of game development.</p> <p>This knowledge will be applied in the creation of a game to be submitted for a competition</p>	Secondary school students	4 members / team	4 – 8 Sept 2006	18 Jul 2006	<p><b>Website:</b>  www.nyp.edu.sg/sgcc</p> <p><b>Email enquiry:</b>  games@nyp.edu.sg</p> <p><b>Hotline:</b>  65501600</p>

				between the various teams.					
SP	Software / Algorithms	National Software Competition (NSC)	To inculcate participants' interest in infocomm and challenge their programming skills in solving problems in a fun, exciting and entertaining way.	<p>Participants are required to programme solutions to a given set of problems. For a solution to a problem to be judged as correct, it must display the correct results as prescribed in the problem description for every set of contest data processed by the program. In addition, the results must be displayed on the screen according to the specifications in the problem description.</p> <p>3 categories:</p> <ul style="list-style-type: none"> <li>➤ Algorithm design – creating accurate, fast and novel solutions for 3-4 design problems</li> <li>➤ Infocomm Quiz - testing general IT knowledge</li> <li>➤ Internet lego game – programming of lego robots using the internet</li> </ul>	Secondary school & JC students	3 members / team	16 Sept 2006	30 Jun 2005	<p><b>Website:</b> http://nsc.sp.edu.sg</p> <p><b>Email/phone enquiry :</b> IT Quiz: Mr Chia Chee Liong - 67721208, Chia@sp.edu.sg Algorithm: Mr Goy Teck Hui - 67721921, goy@sp.edu.sg Internet Lego Challenge: Mr Pattabhi Raman - 68790625, ramankp@sp.edu.sg Registration: Mr Tan Hu-Shien - 67721922, hstan@sp.edu.sg</p>
NP	Software / Virtual robots	National StrITwise Challenge	Promote IT awareness by giving students the chance to demonstrate their creativity and IT skills.	<p>Participants are required to create Java “virtual robots” which are real Java objects that battle out onscreen against each other in an arena. Participants are also required to design &amp; develop a graphical and animated 2-D robot that is a representative of the team's virtual robot competing in the above.</p> <p>3 categories:</p> <ul style="list-style-type: none"> <li>➤ Robodesign - creating a physical prototype of robot</li> <li>➤ Robocode - programming</li> </ul>	Secondary school, Poly/ITE students	6 members / team	25 Nov 2006	30 Sep 2006	<p><b>Website:</b> www.strITwise.np.edu.sg</p> <p><b>Email enquiry:</b> strITwise@np.edu.sg</p> <p><b>Hotline:</b> 64606885 / 64606857</p>

				<p>robot for battle on the computer</p> <p>➤ IT Savviness – testing general IT knowledge</p>					
RP	Security & Networking	Network Security Investigation (NSI)	Develop capabilities in security and networking by testing participants' knowledge, skills and understanding of the forensic process, investigative and penetration testing skills in the area of infocomm security.	Participating teams are required to conduct information reconnaissance and perform penetration test on the system to explore possible flaws. Upon completing the penetration testing challenge, students will proceed to the forensic investigation challenge where they will be required to conduct a forensic examination and present their findings through a report.	Upper Secondary school students	3 members / team	11 & 12 Dec 2006	31 Oct 2006	<p><b>Website:</b> http://nsi.sit.rp.sg</p> <p><b>Email enquiry:</b> nsi@rp.sg</p> <p><b>Hotline:</b> Dr Liew Beng Keat : 6510 3128</p> <p>Rachel Tan: 6520 4101</p>
TP	Software / Programme logic & concepts	Alice-In-Action	Promote learning of programming concepts & logic through a fun and visual tool known as Alice.	<p>Each team is expected to produce an Alice program that can be used as a teaching aid for any topics. The program's playtime should last no more than 2 minutes.</p> <p>Teams qualifying for the finals will have to make a live demonstration and presentation of their program to judges and audience. Finalists can make changes to their qualifying round programs and present the improved version during the finals.</p>	Secondary school students	Max of 3 members / team	4 Sept 2006	7 Jul 2006	<p><b>Website:</b> www-it.tp.edu.sg</p> <p><b>Email enquiry:</b> Alice3D@tp.edu.sg</p> <p><b>Hotline:</b> 6780 5158</p>

SSC	Quiz	Quiz	Testing of general knowledge in the various infocomm areas	Participants are required to pit their general knowledge in the various areas of infocomm based on accuracy and speed of response.	All participants in NIC stations	3 members / team	Jan 2007	1 Dec 2006	<b>Website:</b> <a href="http://www.singaporeinfocomm.sg">www.singaporeinfocomm.sg</a>  <b>Email enquiry:</b> <a href="mailto:Hamdan@science.edu.sg">Hamdan@science.edu.sg</a>  <b>Hotline: 6425 2500</b>
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