12th National Olympiad in Informatics
Fact Sheet

12th National Olympiad in Informatics (NOI) is part of the National Infocomm Competition 2009 (NIC) under the Secondary School and Junior College circuits.

Synopsis of Competition

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-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 secondary schools and junior colleges. Each school may register five students maximum.

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 is 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 undergo training by NUS to participate in IOI. This year, IOI 2009 will be held in Bulgaria, on 8-15 August 2009.

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 five students maximum.
- Registration deadline is on 23 January 2009.
- The contest is held on 7 March 2009 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 a year-long infocomm competition held annually that allows students to hone their skills and showcase their talent in infocomm. The NIC is brought to you by IDA and the following academic partners including Ministry of Education, 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. The industry partners include Adobe, Microsoft and Sun Microsystems. For more information, please visit www.infocommtalent.sg.

25th National Software Competition
Fact Sheet

The *25th National Software Competition (NSC)* is part of the National Infocomm Competition 2009 (NIC) under the Secondary School and Junior College/International School circuits.

Synopsis of Competition
There are three competition events in the *25th 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/International School 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/International School Students
This is a team event based on algorithm design for categories of secondary schools and junior colleges/international schools 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. 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 12 September 2009.

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 12 September 09, 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

- *25th National Software Competition (NSC)* is open to students from secondary schools and junior colleges/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 14 August 2009 (for Algorithm Team Event and IT Quiz) and 3 July 2009 (for Lego Challenge).
- The contest will be held on 12 September 2009 at Singapore Polytechnic Convention Centre. Preliminaries for Lego Challenge will be held between 27 and 31 July 2009.
- For details, please refer to nsc.sp.edu.sg.

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Innovate IT 2009
Fact Sheet

The *Innovate IT 2009* is part of the National Infocomm Competition 2009 (NIC) under the Junior College and Polytechnic/ITE circuits.

Synopsis of Competition

Innovate IT is a challenge where participants are required to come up with an innovative idea for solving a problem scenario using infocomm technology. Its objective is to promote innovative use of Infocomm technology to improve business value in a fun and engaging manner.

Given a problem scenario, teams must come up with ideas to solve it. Teams must present their ideas and convince the judges with a prototype, budget, feasibility studies, marketing plan and operation plan.

Target Audience

The competition is targeted at Junior College, Polytechnic and ITE students.

Scoring System

There will be two rounds in the competition – idea fest and venture pitch. Teams qualifying for the venture pitch are required to give more details of their ideas. Both events will be held on Saturday, 25 April, 2009.

The judging criteria are as follows:
* Innovation of original idea
* Illustration of how Infocomm improve business value
* Feasibility of ideas – cost/complexity trade-offs, time to market
* Presentation skills
* Design/Demo/Prototype/UI mock up/Usability testing/Functionalities
* Innovation and feasibility
* Value proposition

Prizes

Attractive prizes to be won (items to be confirmed later).

Rules and Regulations

* Open to all full time Singapore Junior College students and Polytechnic/ITE students.
* All team members must register at http://innovateit.smu.edu.sg/. More details are available at the website.
* All submitted materials must be original work of the participating team.

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ALICE-in-Action Challenge
Fact Sheet

ALICE-in-Action is part of the National Infocomm Competition (NIC) 2009 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.

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 of three 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, 20 August 2009.

The judging criteria are as follows:
Qualifying Round
• Effectiveness (40%)
• Entertainment (including Degree of engagement) (20%)
• 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 and Regulations
• Registration starts on 25 March 2009 (Wednesday) and closes on 17 July 2009 (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 should not be more than three minutes.
• The submission deadline for the Qualifying Round is 24 July 2009 (Friday).

- Teams short-listed for the Final Round can make improvements to their work and present the improved version during the finals on 20 August 2009 (Thursday).
- For the details of the rules and regulations, please refer to http://www-it.tp.edu.sg

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code::XtremeApps:: 2009
Fact Sheet

The *code::XtremeApps:: 2009* is part of the National Infocomm Competition 2009 (NIC 2009) 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:: 2009* 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 aged 12 years and below

The Open Category will be one of the challenges for the Polytechnic / ITE circuit of the NIC, but would 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:
(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:: 2009* 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 one to a maximum of three members.
- The registration deadline is 2 weeks before the date of competition for each category.
- The contest will be held on 11-12 July 2009 for the Open Category, and in the month of July 2009 for the Junior Category.
- For more details, please refer to www.itsc.org.sg.

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Mobile Animation Challenge 2009
Fact Sheet

Mobile Animation Challenge (MAC) is a national competition organised in conjunction with the National Infocomm Competition 2009 (NIC) under the Secondary School circuit. This is the third 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 on the mobile platform of not more than 30 seconds, based on the following theme: *"Living by the Olympic Values".*

Participants need to show how the Olympic values, Excellence, Friendship and Respect can be displayed in sports and games.

Target Audience
This challenge is open to the secondary students under the Secondary Schools circuit. Each school 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
Entries will be judged based on criteria which include the concept, design and technical execution.

Prizes
Prizes will be awarded to six teams, top 3 teams and 3 merit awards.

Rules and Regulations
All participants are encouraged to attend a free familiarisation workshop at ITE campus to be conducted between June to August 2009. The finals will be held on 3 September 2009. Entries must be submitted by 8 August 2009. For more details on the rules and regulations, please refer to the MAC website at http://mac.ite.edu.sg.

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Network and Security Investigation
Fact Sheet

NSI, short for *Network and Security Investigation*, is an IT security challenge organised by Republic Polytechnic's School of Information and Communications Technology. To be held on the 8th June of 2009, it is a unique competition in which students from all secondary and international schools in Singapore pit their wits and guile to investigate IT crime and to secure wireless systems. NSI is part of the National Infocomm Competition 2009 (NIC) under the Secondary School circuits.

Synopsis of Competition
The NSI competition comprises of two challenges. Competitors will not be desk-bound, passively staring at computer screens. They can expect a high level of action, including moving around to find clues or secure devices, and high pressure scenarios that need intense discussion and analysis.

Challenge A: Digital Forensic Investigation
For this challenge, competitors will be placed in a scenario where a computer crime has been committed. Students will apply forensically sound techniques to secure the crime scene and ensure that no evidence is disturbed or contaminated. They are then required to gather digital evidence from the hard disk drives. The evidence will be used to build a case against the suspect.

Competitors will be judged on how well they secure the scene and gather digital evidence.

Challenge B: Wireless Defence
For this challenge, you will be the team employed to weed out rouge Access Points (APs) planted by reporters of tabloid magazines that have infiltrated the network. You will be required to build a long range antenna (cantenna) from scratch and use it together with a wireless sniffing utility to locate the rouge APs.

Competitors will be judged based on the range of their cantenna and on the speed with which they locate the rouge APs.

Training for Competitors
Competitors will be provided with a one-day complimentary workshop to prepare them for the competition. Workshop is schedule on 16 May 2009 (Saturday).

Target Audience
The competition is open to students at upper secondary level.

Prizes
Winners of NSI will receive challenge trophies and attractive prizes up to $5,000.

Rules and Regulations
Registration Period: 11 Feb 2009 – 17 April 2009
Fee: $10 / registered team
Early Bird Registration: 3 April 2009 (for fee waiver)

- Each school may register a maximum of 2 teams.
- Each team must comprise of 3 competitors.
- Each competitor may only be a member of one team.
- All competitors should be in upper secondary school.

To find out more and to register for NSI, go to http://nsi.sit.rp.sg/

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Open Jive Challenge 2009
Fact Sheet

The *Open Jive Challenge 2009* is part of the National Infocomm Competition 2009 (NIC) under the Polytechnic/ITE and secondary schools/JCs circuits.

Synopsis of Competition
Many super powers and global conglomerates are adopting the free and efficient Open Source model to minimise costs and maximise returns in the current economic climate. Indeed, Open Source offers an entirely new way for users to collaborate and build upon the best of the commons; the result of which is innovation.

The Open Jive Regional Challenge 2009, organised by Sun Microsystems, the largest contributor of Open Source technologies, provides students with a platform to identify, develop and apply information technology in a real world scenario. The challenge creates an opportunity for creative student developers to contribute to the Free and Open Source Economy. This will fuel a wave of excitement and collaborative energy, powering these communities toward greater innovation, participation and growth.

The focus of this year's challenge is to introduce and encourage the use of Open Source technologies in today's massively connected Participation Age economy. The regional challenge will be held in Singapore, Malaysia, Thailand, Philippines and Indonesia. ITE-Sun Engineering IT Solutions Centre is the challenge partner for the Singapore leg.

The objective of the challenge is to drive students' passion and enthusiasm for innovation through the use of Open Source technologies such as Java Technology, JavaFX, NetBeans IDE, OpenSolaris, MySQL, GlassFish, Project Wonderland, Zembly and many others to develop cutting-edge applications for desktop, web or mobile, that will address key issues that organisations/countries face today, while fostering interactivity between communities on the Internet.

Participants are offered an experiential and hands-on approach as they identify the common business issues encountered by organisations in any industries, develop and deploy the most effective solutions using Open Source technologies that will help tackle these issues.

Participating teams are required to use Open Source technologies contributed by Sun Microsystems such as Java Technology, JavaFX, NetBeans IDE, OpenSolaris, MySQL, GlassFish, Project Wonderland, Zembly, etc. Other Open Source technologies are allowed but must be minor components of the applications.

A pervasive interface is a compulsory component of the overall solution. However, the solution is not limited to just web interfaces but can include other applications interfaces (eg. mobile applications) as long as the interface is widely available, possesses an element of participation and interactivity. Teams are encouraged to develop their applications on the OpenSolaris platform.

Besides the Open Jive Regional Challenge targeting at polytechnics, ITEs and universities, Sun Microsystems will also be organising another category of the challenge to the students in Secondary Schools and Junior Colleges in Singapore. This inaugural challenge, which is part of NIC's Secondary School circuit and Junior College circuit, is also known as the Junior Jive Challenge.

Junior Jive Challenge 2009 – Singapore

The rising force of global technology adoption is driving students at younger ages to get involved with programming tools – with open source tools being the most efficient, available option.

The objective of the Junior Jive Challenge is to foster innovation among the young student developers, as they design fun and innovative applications using Open Source technologies, while fostering participation among individuals and communities. The challenge aims to increase collaboration and creativity, central themes of Open Source that will lead to greater innovation.

In this challenge, students from secondary schools and junior colleges in Singapore are given the opportunity to experiment, experience and have fun with Open Source technologies. Participating teams will pit their skills against one another to design simple Web applications that encompass the elements of "Fun" and "Innovation" while creating a participatory environment for all. The applications designed will need to foster interactivity, connect individuals and stimulate participation across communities.

Participating teams are required to use Open Source technologies contributed by Sun Microsystems such as NetBeans, OpenSolaris, Java technology, etc. Other Open Source technologies are allowed but must be minor components of the applications.

A pervasive interface is a compulsory component of the overall solution. However, the solution is not limited to just web interfaces but can include other applications interfaces (eg. mobile applications) as long as the interface is widely available, possesses an element of participation and interactivity.

Target Audience
The Open Jive Regional Challenge is open to all students from Polytechnics, Institute of Technical Educations (ITEs) and Universities, and is one of the challenges in the NIC Polytechnic/ITE circuit.

Open Jive Regional Challenge 2009
The Open Jive Regional Challenge 2009 is open to all ITE, Polytechnic and University students.
Participants can register online at sg.sun.com/openjive or submit their details to openjive-ext@sun.com. Only the ITEs and Polytechnic teams will be eligible for the NIC 2009 points.

Junior Jive Challenge 2009

The Junior Jive Challenge 2009 is open to all secondary schools and junior colleges.

Participants can register online at sg.sun.com/juniorjive or submit their details to juniorjive-ext@sun.com. Only the Secondary schools and Junior Colleges teams will be eligible for the NIC 2009 points.

Scoring System (subject to change)
All entries for both challenges must be submitted via Sun's website in May 2009. There is no limitation to the number of entries or teams per institution during the preliminary round submission. The judging panel which consists of Sun evangelists and distinguished industry partners will shortlist the teams for the Singapore finals, based on the proposal and codes they submit.

The shortlisted finalist teams will be given 10 minutes to present their application and ideas, and 5 minutes will be allocated for Question & Answer session with the judging committee at the Singapore finals, which will be conducted at the ITE-Sun Engineering IT Solutions Centre located at ITE College East. One winning team from the Open Jive Regional Challenge and Junior Jive Challenge respective will be crown as the champion of the Singapore Challenge.

For the Open Jive Regional Challenge, the winning team from Singapore will go on to compete at the Regional Grand finals held at a Sun Developer event at one of the participating countries. The country champion team participating at the grand finals will be given 10 minutes to present on stage in front of a commercial developer audience. They will also be provided a booth to showcase their applications to the developer crowd (note: NIC points will be awarded based on the Singapore finals).

Judging Criteria
Open Jive Regional Challenge 2009 – Singapore Finals
- Usability (10 per cent) – Ease of using the application
- Coding (10 per cent) – Quality of codes (determined before the finals)
- Technology (20 per cent) – Ability to effectively apply open source technologies such as
- Commercial Value & Business/Industry Relevance (20 per cent) – Extensiveness to which the application is commercially viable to implement for the business/industry identified and the extent to which the application addresses the business issue identified.
- Creativity (20 per cent) – Originality and degree of technology innovation
- Participation (20 per cent) – Extent to which application fosters participation, interactivity and collaboration

The judging criteria for Open Jive Regional Challenge 2009 – Regional Grand Finals will be shared at a later date.

Junior Jive Challenge 2009
- Technology (25 per cent) – Ability to effectively apply open source technologies including Java technology, NetBeans IDE, etc.
- Fun/Innovation Factor (25 per cent) – Extent to which the application encompasses the elements of "Fun" and "Innovation"

- Creativity (25 per cent) – Originality and degree of technology innovation
- Participation (25 per cent) – Extent to which application fosters participation, interactivity and collaboration

Prizes

Open Jive Regional Challenge 2009

Country Champion Team:
- Cash Prize: SGD1,500 for the team
- Electronic gadget (TBA) for each team member
- Trip (accommodation & airfare provided) to the host country (TBA) of the Open Jive Regional Grand Finals to compete for the Regional Grand Prize

Regional Grand Champion Team:
- Cash Prize: USD3000 for the team
- Regional Grand Champion Challenge trophy
- Trip (accommodation & airfare provided) to attend the next Sun Tech Days in Asia Pacific (TBA)

Junior Jive Regional Challenge 2009

Champion Team:
- Cash Prize: SGD600 for the team
- Electronic gadget (TBA) for each team member

Rules and Regulations (subject to change)

Open Jive Regional Challenge 2009

- The *Open Jive Challenge 2009* is open to all ITE, Polytechnic and University students.
- Each school can submit as many numbers of entries, via upload of their applications and proposal online before the closing date in May 2009.
- Each team must make up of exactly three members (excluding one facilitator).
- Each student can only belong to one team.
- Each team can only submit one entry.
- Participants must be full-time students.
- Each team has about 8-10 weeks to develop their application.
- The *Open Jive Regional Challenge- Singapore Finals* will be held in June 2009 at ITE College East. NIC 2009 points are awarded to the teams participating in the Polytechnic/ITE circuit, based on the results of the *Open Jive Finals for Singapore.*

Junior Jive Challenge 2009

- The *Junior Jive Challenge 2009* is open to all secondary school and junior college students in Singapore.
- Each school can submit as many numbers of entries, via upload of their applications and proposal online before the closing date in May 2009.
- Each team must make up of exactly three members (excluding one facilitator).
- Each student can only belong to one team.
- Each team can only submit one entry.
- Participants must be full-time students.

- Each team has about 8-10 weeks to develop their application.
- The *Junior Jive Challenge Finals* will be held in June 2009 at ITE College East. NIC 2009 points are awarded to the teams participating in the Secondary School and Junior College circuits, based on the results of the Junior *Jive Challenge Finals.*

Open Jive Regional Challenge 2009 is supported by various local partners for technology enablement and logistics. For Singapore, both Open Jive Challenge 2009 and Junior Jive Challenge 2009 are supported by Sun – ITE Centre of Technology.

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About Sun Microsystems, Inc.

Sun Microsystems develops the technologies that power the global marketplace. Guided by a singular vision -- "The Network is the Computer $^{(TM)}$" -- Sun drives network participation through shared innovation, community development and open source leadership. Sun can be found in more than 100 countries and on the Web at http://sun.com or at http://sg.sun.com for Asia South.

Schools Digital Media Awards 2010
Fact Sheet

The Ministry of Education's is *Schools Digital Media Awards (SDMA) 2010* is part of the National Infocomm Competition 2009 (NIC) under the Primary School, Secondary School and Junior College/ Centralised Institution circuits.

Synopsis of Competition
SDMA 2010 Students' Competition is divided into three categories – Audio, Video and Animation. Students work in groups to produce a media clip based on themes provided.

This competition aims to:
• Provide a platform for students to express themselves creatively through media production;
• Create opportunities for teamwork, collaboration and the development of media literacy.

Target Audience
This challenge is open to Primary School, 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 2009.

Students are given about seven months to produce their media clips and will need to submit their entries when the submission closes in November 2009.

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 2010 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 late April 2009.
• Submission deadline end November 2009
• Finals will be held on early March 2010 at Ngee Ann Polytechnic Convention Centre (TBC).
• For more details, please refer to http://evideo.edu.sg/sdma

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About the National Infocomm Competition

The National Infocomm Competition (NIC) is a year-long infocomm competition held annually that allows students to hone their skills and showcase their talent in infocomm. The NIC is brought to you by IDA and the following academic partners including Ministry of Education, 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. The industry partners include Adobe, Microsoft and Sun Microsystems. For more information, please visit www.infocommtalent.sg.

Singapore Games Creation Competition
Fact Sheet

Singapore Games Creation Competition (SGCC) is proud to be part of the National Infocomm Competition 2009 (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 June school holiday. 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 holiday. 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. 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 three winners and Audience Choice 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 of four members from the same school.
- Registration deadline is on 22 May 09.
- For details, please refer to http://www.nyp.edu.sg/sgcc/

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Splash Awards 2009
Fact Sheet

Splash Awards 2009 – Capitalising on IT to thrive in the current Economy! is part of the National Infocomm Competition (NIC) under all the three circuits.

Synopsis of Competition

Splash Awards 2009 – Capitalising on IT to thrive in the current Economy! is a national designing competition jointly organised by the Student Chapter & the IDM Chapter of Singapore Computer Society (SCS) under the umbrella of National Infocomm Competition (NIC). The main objective of this challenge is to provide a platform to engage students in the various aspects of infocomm.

The competition is open to all students ranging from secondary to tertiary institutions as well as private design schools. The competition will be launched on 10 May and end in August 2009.

Target Audience

This challenge is open to all students ranging from secondary to tertiary institutions as well as private design schools. The Challenge will be launched on 10 May 2009 and end with the Marketplace and Presentation Ceremony in August 2009. A school/institution may send an individual or team(s) comprising of not more than three students. Each team is only permitted to hand in one submission.

Scoring System

There are two levels of participation:
i.   Pre-Tertiary – for students currently enrolled in local secondary schools
ii   Tertiary – for students currently enrolled in full-time courses in any local polytechnics, junior colleges, universities, institute of technical educations or equivalent educational institutions recognized by the Organisers.

The entire competition is divided into two categories:
i.   Digital Poster / Media Design
ii.   Animation Creation

Participants are allowed to submit one entry in one or all of the above mentioned categories.

Digital Poster Design / Media Design Category
i.   Participants are allowed to enter either as an individual or as a team of not more than 3 members.
ii.   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.
iii. Entry must adhere to the specified technical specifications established by SCS.
iv.   Submission of entries should be done online and in soft copy. Hard copies of entries are not accepted.

v.   All entries must be received by SCS online system on 15 July 2009, 2359. Late entries will not be accepted.
vi.   Any entry which has been determined by SCS or any of the judges to be obscene, illegal, violent or contrary to any laws, regulations or public policies in Singapore will be immediately disqualified.
vii. Other than the criteria specified in these rules, there shall be no other restrictions placed on the content(s) and format of entries.
viii. Each participant must ensure that all entries submitted by him must be original, unpublished works which had been created by the participant and that each entry must not infringe any copyright or any other intellectual property rights of any other third party in any part of the world.
ix.   SCS requires participants to use legal software for the creation of all entries.
x.   SCS will not bear any responsibilities for the use of illegal software in the competition.
xi.   All intellectual property rights relating to any entry submitted shall be deemed to be owned by SCS.

Technical Specifications – Digital Poster Design
-   soft copy at 300 DPI
-   Dimension is set at 1024 X 768 (pixel)

Animation Creation Category
i.   Participants are allowed to enter either as an individual or as a team of not more than 3 members.
ii.   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.
iii. Entry must adhere to the specified technical specifications established by SCS.
iv.   Submission of entries should be done online and in soft copy. Hard copies of entries are not accepted.
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Technical Specifications – Animation Creation Category
-   Time limit of 3 minutes

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

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

Rules and Regulations
- Registration starts on 10 May 2009 and closes on 15 July 2009, 2359hrs.
- For the details and updates on rules and regulations, please refer to http://www.splashaward.com

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National StrITwise® Challenge 2009
Fact Sheet

The *National StrITwise® Challenge 2009* is part of the National Infocomm Competition 2009 (NIC) under the Secondary Schools and Poly/ITE circuits.

Synopsis of Competition

The *National StrITwise® Challenge* is a flagship national IT competition organised for the secondary schools and students. StrITwise® is a broad-based infocomm and interactive digital media competition, conceptualized 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 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 National Infocomm Competition initiative. In conjunction with the National StrITwise® Challenge, the National Rococode Competition that the School organizes for tertiary institutions will also be held at the same time.

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:
* **StrITwise® RoboCode** (simple programming to create a virtual robot to battle online)
* **StrITwise® RoboDesign** (design of a virtual robot)
* **StrITwise® IT-Savvyness** (general quiz on infocomm & digital media)

The StrITwise® Robocode will test students' strategy and skills in software programming whilst StrITwise® Robodesign 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 Fireworks / Photoshop. The StrITwise® IT Savvyness will test students on general streetwise IT knowledge and skills.

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 2009 will receive Certificates of Participation.
- More detailed information of the challenge can be found in http://stritwise.ict.np.edu.sg/, 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: 14th November 2009

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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 2009 (NIC). *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 1st August 2009. 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 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 as 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 teams consisting of two, three or four.
- Six teams from each circuit will make into the finals.
- Topics will be announced in March.
- Registration deadline is on 1 June 2009.
- Submission deadline for the preliminaries is on 20 June 2009.
- Finals will be held on 1 August 2009 at the Science Centre.
- For more details, please refer to www.xsite.com.sg.

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