

COMPETITION DETAILS

SUBMISSION

1. The submission deadline is **2 June 2014 (Monday), 11:59 PM**. Late submission will result in disqualification or demerit points.
2. Each team has to submit their source codes (compressed into a ZIP file) and a softcopy of their poster in PPT format, using the following A1-sized poster template: <http://goo.gl/IGTCpy> (Case Sensitive).
3. Please submit to gohmh@simtech.a-star.edu.sg with this subject format: **SEC2014 App Submission - <School_Team Name>**.
4. The sender will receive an acknowledgement within the next working day.

PRESENTATION & JUDGING

1. The presentation and judging will be held on **6 June 2014 (Friday)** in SIMTech.
2. Teams are expected to set up their booths before the opening address.
3. The booth allocation will be sent to all the teachers-in-charge nearer to the competition date.
4. Each team is required to bring the following:
 - A1-sized poster printed in portrait orientation
 - App-loaded mobile device for demonstration
 - Additional visual aids (videos, PowerPoint slides, models, etc.) if necessary
5. Teams are given 5 minutes to demonstrate their mobile apps to the judging panel at their booths.
6. Teams will be assessed on the following judging criteria with the suggested weightage:

Criteria	Suggested Weightage	Description
Innovation	50%	Creativity of concept in solving a new problem, or solving a current problem in a unique way
Difficulty Level	20%	Degree of challenge and completeness in the app implementation
Practicality	10%	Usefulness and commercial potential of the app
Presentation	10%	Quality of the demonstration
Use of Medium	10%	Utilisation of the built-in features of mobile devices (accelerometer, gyroscope, location based services, etc.) Note: Device's camera must be utilised

7. The decision of the judges is final and the committee shall not entertain any dispute.

MOST POPULAR APP AWARD

1. In addition to the first 3 winning teams, there will be a "Most Popular App Award" voted by SIMTech staff.
2. SIMTech staff will be invited to visit the booths and vote for their favourite app.

AGENDA ON COMPETITION DAY

Friday, 6th June 2014

Venue: SIMTech Tower Block, Level 3

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|----------------------------|---|
| 10:30 am – 12:30 pm | : Booth setup at foyer (no lunch provided) |
| 1:00 pm – 1:30 pm | : Opening address in auditorium |
| 1:30 pm – 1:45 pm | : Interlude and preparation for demonstrations |
| 1:45 pm – 4.30 pm | : Booth manning for judging and popularity voting |
| 4:30 pm – 5:30 pm | : Prize presentation and photo taking |

FREQUENTLY ASKED QUESTIONS (FAQ)

Competition Theme

1. What is the theme of the competition?

The theme of this competition is to develop a vision-based mobile app that utilises the devices' camera to improve the productivity of a meaningful event.

The team has to develop and submit an app that uses the vision (i.e. images) from the device's camera to solve the problem(s) of interest.

The productivity improvement can be achieved either by input reduction (time reduction, energy saving, lower cost, etc.) or output increment (more result, faster decision making, etc.).

Examples of commercially available vision-based mobile apps that demonstrate productivity improvement:

- a) Expensify - Expense Reports
<https://play.google.com/store/apps/details?id=org.me.mobiexpensifyg>
- b) Google Goggles
<https://play.google.com/store/apps/details?id=com.google.android.apps.unveil>
- c) Smart Measure
<https://play.google.com/store/apps/details?id=kr.sira.measure>
- d) GotYa! Security & Safety
<https://play.google.com/store/apps/details?id=com.myboyfriendisageek.gotya>

Disclaimer:

SIMTech provides examples and links to third-party product and web sites for your information only. None of these products are tested or endorsed by SIMTech.

App Implementation

2. I have an innovative idea for vision-based mobile app but I am facing difficulty developing the app. What should I do?

Innovation carries higher weightage over the completeness of the implementation (under difficulty level in judging criteria). Therefore, teams are advised not to sacrifice their innovative ideas for completeness. Teams should continue to present their innovative idea on the competition day and try their best to

implement their idea in order to score well in both innovation and technical difficulty.

As all teams are required to submit their source code, the team must demonstrate their effort in developing the app, and should submit and present all that they have achieved.

Since the teams might not have the complete app for demonstration, teams are encouraged to create visual aids to illustrate their idea.

3. Can we submit developed app with no image processing element?

There are no restrictions on the implementation as long as the theme of the competition is followed.

The app can be implemented without any image processing element but the app has to use the vision (i.e. images) from the device's camera to accomplish the task(s). In general, most vision-based apps require some degree of image processing to accomplish a task. Thus, teams are encouraged to use image processing element.

4. Are the use of open source codes and library allowed?

There are no restrictions on the implementation as long as the theme of the competition is followed.

Open source codes and library are allowed in the app implementation. However, part of the app implementation must be contributed by the team themselves. If not, it will be considered as cheating and the team will be disqualified from the competition.

In general, teams are encouraged to make use of available open source codes and library to aid in the implementation of their concept. In this competition, the innovation is more emphasized than the technical contribution.

5. Can we use server and database in the app?

There are no restrictions on the implementation as long as the theme of the competition is followed.

Server and database are allowed in the app implementation. However, no hardware or service will be provided by the organiser. The team have to use or source for their own server and database. Furthermore, the team is responsible to ensure that the server and database can be connected and available during the competition day.

Intellectual Property

6. Can the school/team use the developed apps for publicity and educational uses?
Can the school/team continue to develop and commercialize the developed app after the competition?

The school/team would have to seek permission from SIMTech prior to using the developed app. Generally, using the developed app for non-commercial and educational purposes such as school competitions or classes, permission would be granted as our primary aim is to encourage students to further pursue their interests in science and technology. However, if using it for commercial purposes, it will be subjected to the approval from SIMTech's management.

Competition Day

7. Is the booth showcase open to interested school members?

School are allowed to bring or invite additional guests to view the showcase. However, due to space constraint, each school are restricted to bring **10** registered guests to view the showcase on the competition day. A registration form will be sent to all teacher-in-charged nearer to the competition day.

If school would like to register for more guests, it will be subject to approval on availability and on case by case basis.