



UNIVERSITY OF MAKATI  
College of Computing and Information Sciences

# 12<sup>TH</sup> IT SKILLS OLYMPICS

The IT Innovators' Gauntlet: Forging Ahead the Future of Technology



## ANDROID APPLICATION DEVELOPMENT

Android Software Development is the process by which new applications are created for devices running the Android operating system. Contestants will need to present the Android app in any of the categories: **Game, Productivity, Microfinance, and Internet of Things (IoT).**

## CONTEST GUIDELINES

### ELIGIBILITY REQUIREMENTS

1. Participants may not be involved in more than one competition for IT Skills Olympics 2023.
2. Participants must possess a personal computer (desktop or laptop) for use during the contest.
3. A stable internet connection is required for full engagement and a seamless experience.
4. Must be participating in no more than one competition for IT Skills Olympics 2023.

### SPECIFIC GUIDELINES

1. Participants registration is available until **15<sup>th</sup> of November 2023**.
2. Attend a mandatory briefing and orientation session before the event date.
3. Participation in both the opening and closing ceremonies on the event day is compulsory.
4. Each team is required to present a PowerPoint presentation about their application together with an actual demonstration.
5. During the presentation, each group will be allowed to present 5-10 minutes and be given 10 seconds to respond to judges' questions. Failure to do so within the allotted time will result in a deduction of points at the judges' discretion.

### PARTICIPANTS

Each team must consist of two to three (2-3) participants.

### SCHEDULE

The competition is **ONLINE**.

### ANDROID APPS CATEGORY

**Game category.** This category focuses on mobile gaming that will take advantage of the capabilities of the mobile device in providing interactive mobile games.



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## Game Genre:

- ADVENTURE GAME
- ACTION GAMES
- ACTION-ADVENTURE GAMES
- PLATFORM GAMES / PLATFORMERS
- FIGHTING GAMES
- FIRST-PERSON SHOOTER GAMES
- REAL-TIME STRATEGY GAMES
- TURN-BASED STRATEGY GAMES
- ROLE PLAYING GAMES
- MASSIVELY MULTIPLAYER ONLINE ROLE-PLAYING GAMES
- STEALTH GAMES
- SURVIVAL HORROR GAMES
- RACING GAMES
- SPORTS GAMES
- RHYTHM GAMES / MUSIC GAMES
- PUZZLE GAMES
- TRADITIONAL GAMES
- EDUCATIONAL GAMES

**Productivity category.** This category focuses on developing an application that provides enhancement of but is not limited to learning and teaching styles and techniques.

**Microfinance category.** This category focuses on the development of financial solutions for "low-income individuals or those who do not have access to typical banking services". ([www.kiva.org/about/microfinance](http://www.kiva.org/about/microfinance)).



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**Internet of Things (IoT).** This category focuses on the impact of IoT in our daily lives, at work, and at home. This can be embedded/connected to appliances that can be controlled/monitored using a device.

## CRITERIA FOR JUDGING

**Originality of Concept (25%).** The application introduces a great new idea, for example, a new angle on social applications.

**Effective Use of the Android Platform (25%).** The application takes advantage of Android's unique and compelling features, such as built-in location-based services, accelerometer, and always-on networking.

**Functional Suitability (25%).** The application has a set of attributes that presents the existence of a set of functions and their specified properties. The functions are those that satisfy stated or implied needs in terms of suitability of purpose, accuracy, interoperability, security.

**Polish and Appeal (25%).** The application is easy to use and aesthetically appealing.

## BOARD OF JUDGES

Judges in this competition are IT Professionals/Industry Practitioners selected by the Organizing Committee.

