The HKUST Mobile Application Design Contest 2015
Activity Details and Game Rules

The CSE department reserves the right to modify the rules of this document at any time as deemed necessary. All modifications, if any, will be posted promptly on the competition web at www.cse.ust.hk/ustac/2015/whatsnew.html

Content

The students could learn developing high quality mobile application programs in teams of 1-4 members in the contest. They will develop the mobile application programs from the preliminary ideas to the actual products. The students will be able to cooperate with their team members, discuss and develop new ideas with the members, and solve problems and difficulties together with the members. It is believed that through this challenging and demanding process, the students would be able to significantly sharpen their communication skills and leadership skills and master the techniques to build team spirits with familiar or unfamiliar co-workers – which will give the students an edge in today's highly competitive software development environment.

Aims

- To inspire students developing high quality mobile application programs.
- To provide a close to the real-world software development environment to promote students' team working skills and leadership skills.

Eligibility

- The contest is open to all HKUST Undergraduate/Postgraduate students and Alumni. . .

Rules for Team Formation

- Each team should be consisted of 1-4 members of HKUST undergraduate / postgraduate students. At least half of the team members should be undergraduate students.

- Each team can invite at most 1 Alumni as technical advisor (optional).
- A student can join in at most 2 competing teams

Rules for Registration and Submission of Proposal
1. All teams have to register under the contest web site https://www.cse.ust.hk/ustac/2015/register.html.
2. Upon successful registration, confirmation email will be sent to the registered team members.
3. Should there be any change to the composition of the team, the team should contact the USTAC organizer immediately via email on ustac@cse.ust.hk.
4. After registration, the team needs to submit a proposal, of maximum 2-page length, in ".doc" / ".docx" / ".pdf" format, size < 2Mb, on or before the deadline of proposal submission.
5. 20 teams will be shortlisted.

<u>On the Contest Day</u>

Date/Time: 30th of January 2016

Venue: HKUST (exact venue to be confirmed)

Assessment Criteria:

10:00am – 1:00pm	Preliminaries
1:00pm – 2:00pm	Lunch
2:00pm – 5:00pm Venue to be confirmed	1. Announcement of Final Nominees 2. Final 3. Prize-giving Ceremony

<u>First round of contest</u>
The board of judges is formed by 3 – 4 of our consultants. Each shortlisted team will showcase their products and their promotional A2-sized poster. OTG cable(s) for

connecting the Mobile devices to the overhead projector will be provided in the demonstration.

Assessment Criteria:

Particulars	Scores
Innovativeness	/15
Design Concept	/15
User Interface	/15
Implementation	/15
Total Scores of Preliminaries	**/60**

Second-Round of Contest

The second round of the contest will be held in the lecture theatre. The 5 teams should present their product to the judges within 5 minutes. The teams have to answer judges' and other students' questions immediately (Judges: 3-5 questions; Students: 1-2 questions).

Assessment Criteria:

Particulars	Scores
Total scores in Preliminaries	/60
Presentation performance	/20
Q&A performance	/20
Total Scores of Final	**/100**

* The judges will select the champion, first runner-up, second runner and the merits awards.

Rules on the Contest Day

1. Only the HKUST students could be involved in the events (application design, development, and the contest), alumni (advisors of the teams) are advised to offer advices and suggestions only.
2. A team must present the same application program throughout the contest.
3. Each competing team is required to develop an original piece of Mobile application program. The application program could include any public library as deemed necessary by the team. Acknowledgement must be made if any third party library/resource is involved.
4. Plagiarism is strictly prohibited and will result in immediate disqualification.
5. The user interface of the Mobile program can be implemented in either English or Chinese, but the introduction and presentation of the application program must be conducted in English.
6. Staffs will check whether the application programs meet the specifications at the beginning of the competition.
7. Each team must demonstrate the application program at a venue designated by the contest organizer. The teams are required to contact the contest organizer (at ustac@cse.ust.hk) at least two weeks in advance of the contest date for any special arrangement.

8. Final result of the contest is determined by the board of judges. The contest organizer reserves the right to change or supplement the competition rules at any time as needed.

Suggested Themes (For Reference Only)

1. Tourism
2. Games
3. Travel
4. Daily life
5. Utilities
6. Assistive Medical Accessories
7. Sports Accessories

Enquiry

<u>General Enquiry</u>

Email: ustac@cse.ust.hk

<u>Technical Enquiry</u>

Please leave the enquiry in our Facebook page:

https://www.facebook.com/HKUST-Mobile-Application-Design-MAD-Contest-2015-1643664245891457/timeline/