



The National Telecommunications Regulatory Commission
Registration Form for Participation in the i² Competition 2017

Name of Team: _____

Name of School: _____

School's Telephone Number: _____ Fax: _____

School's Email: _____

Number of Students in the Team: _____

i) Name of Student: _____

Student's Email (Mandatory): _____

Student's Contact Number(s): _____

Student's Address: _____

Name of Student's Twitter account (Mandatory): _____

ii) Name of Student: _____

Student's Email (Mandatory): _____

Student's Contact Number(s): _____

Student's Address: _____

Name of Student's Twitter account (Mandatory): _____

iii) Name of Student: _____
Student's Email (Mandatory): _____
Student's Contact Number(s): _____
Student's Address: _____
Name of Student's Twitter account (Mandatory): _____

iv) Name of Student: _____
Student's Email (Mandatory): _____
Student's Contact Number(s): _____
Student's Address: _____
Name of Student's Twitter account (Mandatory): _____

Name of Team Mentor (Mandatory): _____
Mentor's Email (Mandatory): _____
Mentor's Contact Number(s): _____
Mentor's Address: _____
Name of Mentor's Twitter account _____

N.B. The Mentor is responsible for having all students follow the NTRC's Twitter account @ntrcsvg

Select one Category in which students wish to participate:

Mobile Application **Innovative Idea**

In no more than two sentences, relay the following information:

Give a concise description of your Mobile App / Idea:

Identify which Business in the Private Sector your Mobile App / Idea applies to:

Identify the problem(s) that your Mobile App / Idea solve(s):

Identify your Target Market:

Identify how your Mobile App / Idea will benefit the Business:

Have all students followed the NTRC's Twitter account @ntrcsvg?

Yes No

Signature of Principal: _____

Disclaimer:

In the interest of protecting the rights of participants, registration forms which consists of copy protections must be signed and completed in full and allows the students to sell lease or license their Ideas / Mobile Applications to any person or entity or continue to use or develop the Idea / Mobile Application in any format after it has been submitted and implemented”.

Copyright Protection

The following words from A and B should appear at the end of the documents submitted by the student:

1.

A. This copyright is owned by:

..... [Name of student if over 18]

Or

..... [Name of parent/guardian for student if under 18]

B.

©..... [Name of student if over 18]

Or

©..... [Name of parent /guardian for student if under 18]

2.

A. This copyright is owned by:

..... [Name of student if over 18]

Or

..... [Name of parent/guardian for student if under 18]

B.

©..... [Name of student if over 18]

Or

©..... [Name of parent /guardian for student if under 18]

3.

A. This copyright is owned by:

..... [Name of student if over 18]

Or

..... [Name of parent/guardian for student if under 18]

B.

©..... [Name of student if over 18]

Or

©..... [Name of parent /guardian for student if under 18]

4.

A. This copyright is owned by:

..... [Name of student if over 18]

Or

..... [Name of parent/guardian for student if under 18]

B.

©..... [Name of student if over 18]

Or

©..... [Name of parent /guardian for student if under 18]

For Official use by the NTRC only:

Received by: _____ **Date:** _____

Zone: _____

Terms & Conditions of Application Submission

- All information provided should be valid.
- Please make sure the School and by extension the Principal can be reached through the contact information provided
- Registration forms can be submitted to the NTRC's office located on the 2nd floor of the NIS Building addressed to:

The National Telecommunications Regulatory Commission

Upper Bay Street

Kingstown

St. Vincent and the Grenadines.

Please mark "I² Competition 2016" on the envelope.

Or can be submitted online and sent to the NTRC's email at ntrc@ntrc.vc .

- All submissions must be made by November 4, 2016.
- The NTRC will provide a laptop and a projector for teams who require their use in the presentation of their projects.
- For further details, please visit www.ntrc.vc
- If you have any question, please call 784-457-2279 or email us at ntrc@ntrc.vc

THE FOLLOWING ARE THE RULES GOVERNING THE COMPETITION:

1. All teams entering the competition are only allowed to present projects in the form of Ideas and Mobile Applications that pertains to the Private Sector.

Private Sector is the part of the economy that is not state controlled, and is run by individuals and companies for profit. The private sector encompasses all for-profit businesses that are not owned or operated by the Government. Private sector businesses include Supermarkets, Real estate agencies, Insurance companies, Mini buses, Vendors etc.

2. There is no limit to the amount of teams that can enter the competition from a school as long as the projects apply to different businesses in the private sector and aim to solve different problems. In addition, each team is treated as a single entity and as such must submit separate registration forms. A team should consist of no more than four (4) students who are registered at the school by the deadline submission date of registration forms. The minimum number of students per team is two (2) students.

3. It is a mandatory requirement that each student entering the competition **must** create a Twitter account which will be used to ‘follow’ the NTRC on Twitter. Note that this will be an avenue solely used to inform students of important occurrences during the course of the competition period. Note that if this forum is misused in any way as seen fit by the NTRC then the respective team may be subjected to disqualification.

4. Students are required to have an official mentor who the team sees fit to serve as their guidance. Mentor personnel can be either a teacher or a lecturer respective of the educational institution but is not limited to these options. Mentors should be of a professional nature.

5. Participants are not allowed to use ideas that are already in place in theory or practice in St. Vincent and the Grenadines. Please see the link (<http://www.ntrc.vc/general/ntrcs-i-squared-competition/>) which shows the past entries database of the ideas and mobile applications for the annual i^2 competitions to date. Students are required to view the past entries database to avoid any duplications of entries and to guide you on how to make your presentations during the competition.

6. Students are required to visit the business of their choice in the Private Sector to which their Project Ideas / Mobile Applications apply and conduct their research in order to properly present their findings. Students must display a keen understanding of the particular business in the Private Sector to which they are proposing the change be made to.
7. Participants from the Grenadine Islands who make it to the finals will be allowed one day to travel to mainland to visit the business in the private sector to which their Idea / Mobile Application applies to conduct their research. The NTRC will cover all expenses.
8. In the interest of protecting the rights of participants, registration forms which consists of copy protections must be signed and completed in full and allows the students to sell lease or license their Ideas / Mobile Applications to any person or entity or continue to use or develop the Idea / Mobile Application in any format after it has been submitted and implemented”.
9. All visual aids used in the form of PowerPoints etc. must be submitted by 9:00 am on the morning of the day before the event to the NTRC’s Office. Teams who fail to do this will not be allowed to participate in the Competition.

10. The judges' decision is final.

11. The following are the guidelines for making your presentations for the Idea and Mobile Application Categories for the preliminary phase of the competition:

- a) Each group has 7 minutes to present*
- b) A buzzer signals the beginning of the presentation*
- c) After 5 minutes has passed, another buzz will be sound*
- d) When the 7 minutes is up, two buzzes will be sound*
- e) If the group is not yet finished after 7 minutes has elapsed then they will be allowed to continue, however at the 8 minutes mark three buzzes will be sound to alert the group that they have to stop their presentation*
- f) After the initial presentation there will be a 5 minute round of questioning from the panel of judges.*
- g) A buzz would signal the beginning of this round of questioning and after 5 minutes has passed another buzz would let the group and judges know the round of questioning has finished*

12. The following are the guidelines for making your presentations for the Idea and Mobile Application Categories for the **finals** of the competition:

The same guidelines used for the Idea Category for the Preliminaries will be used for the Idea for the Finals of the competition. The following are the guidelines for the mobile application category:

- a) *Each group has 7 minutes to present*
- b) *A buzzer signals the beginning of the presentation*
- c) *After 5 minutes has passed, another buzz should be sound*
- d) *When the 7 minutes is up, two buzzes should be sound*
- e) *If the group is not yet finished after 7 minutes has elapsed then they will be allowed to continue, however at the 8 minutes mark three buzzes should be sound to alert the group that they have to stop their presentation*
- f) *After the initial presentation each group will be allowed 5 minutes to present the prototype of their mobile application to the audience and the judges. The prototype will be projected on a screen. As such, a power point presentation should be created separately for the prototype of the mobile applications.*
- g) *This will be followed by a 5 minute round of questioning from the panel of judges.*

13. Late submissions will not be accepted.