



THE COMPETITION RULES-Secondary Categories

1. All teams entering the secondary Idea category and Secondary Mobile Application category of the competition can present projects in the form of Ideas and Mobile Applications.
2. A team should consist of no more than four (4) participants and the minimum being two (2) participants per team.
3. There is no limit to the amount of teams that can enter the competition from a school as long as the projects are not plagiarized or bear similarities to another team or project that has entered previously.
4. Students participating in the secondary categories can enter in both secondary and open categories.
5. Participants in the Idea category of the competition must present projects in relation to Mobile Applications.
6. Students participating in the secondary category are not allowed to have team members from any other school as each team from the secondary school is treated as a single entity.
7. However, students from the secondary category who wish to participate in the Open category will be allowed to have team members from other schools. For example, a team of four students can comprise of students from the Georgetown secondary school, Union Island Secondary School, Bishops College Kingstown, and Girls High School
8. Students participating in the Secondary Category of the competition are required to have an official mentor who the team sees fit to serve as their guidance. Mentors 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.
9. 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 <https://www.ntrc.vc/general/ntrcs-i-code784-competition/> which shows the past entries database of the ideas and mobile applications for the annual competitions to date. Participants 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.

- 10.** Participants are required to visit the business of their choice to which their Project Ideas / Mobile Applications apply and conduct their research to properly present their findings. Participants must display a keen understanding of the business which they are proposing the change to be made to.
- 11.** Students from the Grenadine Islands who make it to the finals will be allowed one day to travel to the mainland to visit a business which their Idea / Mobile Application applies and conduct their research. The NTRC will cover all expenses (Travel, Accommodation if applicable, meals and taxi) for the students.
- 12.** In the interest of protecting the rights of the participants, registration forms which consist of copyrights protection must be signed and completed in full. This will allow the participants 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.
- 13.** The preliminaries of the competition will be in October 2023 and the participants who are registered will be required to submit a video presentation of their mobile application or idea which will be judged remotely. As such, participants are not required to attend judging for this stage of the competition, however the judging process will be live streamed on our social media channels where the finalists will be announced.
- 14.** All visual aids used in the form of PowerPoints etc. must be submitted by 9:00AM 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.

Guidelines for presentations for the Finals Phase of the competition:

15. The following are the guidelines for making your presentations for **the Idea and Mobile applications for both the Secondary Idea Category and the Secondary Mobile Application Category** for the **finals phase** of the competition:

- a) Each team has **7 minutes** to present*
- b) A buzzer signals the beginning of the presentation*
- c) After **5 minutes** have passed, another buzz will be sound*
- d) When the **7 minutes** are up, two buzzes will be sound*
- e) If the team is not yet finished after **7 minutes** have elapsed then they will be allowed to continue, however at the 8 minutes mark three buzzes will be sound to alert the team 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 **4 minutes** have passed another buzz would let the judges know that they should not ask any more questions. However, if a team is answering a question they will be allowed to finish.*
- h) A buzz would then signal the end of this round of questioning.*

16. The judges' decision is final

17. The following is the judging criteria that will be used at the Preliminary and Final events:

The Judging Contest Committee will assign grades to all the solutions presented within the deadline established, that involves a mobile app, according to the table of criteria with their respective weight and grade.

Judging Criteria for the Icode784 Competition 2023

The following is the judging criteria that will be used at the Preliminary and Final events for all categories:

The Judging Committee will assign grades to all the solutions presented within the deadline established, according to the table of criteria below with their respective weight and grade.

Criteria for the Preliminary does not include the Facebook voting:

Preliminary Criteria	Specification	Weight	Very low	Low	Fair	High	Very High
Creativity	<p>Judges should examine whether the app idea is new, or merely iterating on a previous app. Is the work fundamentally different from existing apps, products, or executions?</p> <ul style="list-style-type: none"> • Is it a unique technological implementation? • Is it different from mobile apps currently available? • Would the app alter the way technology is developed and utilized in the future? • Is the app practical? 	30	1	2	3	4	5
User Experience	<p>The app should be designed to be engaging and something pleasing to interact with. It should also be clear how to achieve tasks that the app is designed for.</p> <ul style="list-style-type: none"> • Is it socially and personally appealing, relevant, or exciting? • Is the interface clear and simple? • Does it work in a way the user would expect? 	25	1	2	3	4	5

	<ul style="list-style-type: none"> • Are there clear navigations and labels? • Does it have an aesthetically pleasing visual design? 						
Solution Development	<p>Participants are expected to display how well their app implements the best solutions to address the problem that they have identified. Also, potential risks and bottlenecks should be identified and how they can work around them.</p> <ul style="list-style-type: none"> • Is there a clear identification of the problem? • Is there a clear explanation of the app's ability to solve the problem? • Is the solution relevant to the needs of the target audience? • Is the solution technically feasible? • Is there consideration for the secure handling, transmission, and storage of personal data? • Is there a plan to keep the app up to date to mitigate against security issues. 	20	1	2	3	4	5
Sustainability	<p>This area looks at how the team addresses the sustainability or profitability of the mobile application in terms of the methods used to make updates to keep the application up to date, relevant and sustained. Does the solution involve any of the following?</p> <ul style="list-style-type: none"> • Is the mobile application for profit or nonprofit? • Is it self-sustained or does it require human interference for maintenance? 	10					

	<ul style="list-style-type: none"> • Does this app require external intervention or partnership with a particular ministry for sustainability? • Does this app require subscriptions? • Is there a maintenance plan for the app to accommodate new developments (hardware or software) in the mobile development by Apple or Android. 						
Technology	<p>This area looks at how ambitious the team has been in terms of the degree of technical ability that was required to implement the solution. Does the solution include any aspect of advanced Technological functionality which includes any of the following?</p> <ul style="list-style-type: none"> • Artificial Intelligence/Machine Learning • Virtual Reality/Augmented Reality • Big Data/ Cloud Computing • Does it integrate with IoTs (Internet of Things)? • Does it facilitate electronic payments? • Does it incorporate any modern biometric identification techniques? 	15	1	2	3	4	5

FINAL SCORE = (Creativity score ÷ 5 x 30) + (Experience score ÷ 5 x 25) + (Development score ÷ 5 x 20) + (Technology score ÷ 5 x 15) + (Sustainability score ÷ 5 x 10)

NOTE: The outliers (10 points more/less) are removed from the overall score.

Criteria for the Finals includes the Facebook voting:

Finals Criteria	Specification	Weight	Very low	Low	Fair	High	Very High
Creativity	<ul style="list-style-type: none"> Is it a unique technological implementation? Is it different from mobile apps currently available? Would the app alter the way technology is developed and utilized in the future? Is the app practical? 	25	1	2	3	4	5
User Experience	<ul style="list-style-type: none"> Size of the target public benefiting from the solution Impact of the solution in user's life Mobile application with good user experience Is it socially and personally appealing, relevant, or exciting? Is the interface clear and simple? Does it work in a way the user would expect? Are there clear navigations and labels? 	25	1	2	3	4	5
Solution Development	<ul style="list-style-type: none"> Quality and finishing of the solution presented. Is there a clear identification of the problem? Is there a clear explanation of the app's ability to solve the problem? 	20	1	2	3	4	5

	<ul style="list-style-type: none"> • Is the solution relevant to the needs of the target audience? • Is the solution technically feasible? • Is there consideration for the secure handling, transmission, and storage of personal data? • Is there a plan to keep the app up to date to mitigate against security issues 						
Technology	<ul style="list-style-type: none"> • Artificial Intelligence/Machine Learning • Virtual Reality/Augmented Reality • Big Data/ Cloud Computing/ Internet of Things (IoT) • Does it facilitate payment by mobile device / electronic payments 	15	1	2	3	4	5
Sustainability	<ul style="list-style-type: none"> • Is the mobile application for profit or nonprofit? • Is it self-sustained or does it require human interference for maintenance? • Does this app require external intervention or partnership with a particular ministry for sustainability? • Does this app require subscriptions? • Is there a maintenance plan for the app to accommodate new developments (hardware or software) in the 	10	1	2	3	4	5

	mobile development by Apple or Android.						
Facebook Voting	<ul style="list-style-type: none"> Votes received 	5					

The sum of all grades obtained by each proposal, multiplied by its weight - in accordance with the formula below - will be considered the final score.

$$\text{FINAL SCORE} = (\text{Creativity score} \div 5 \times 25) + (\text{Experience score} \div 5 \times 25) + (\text{Development score} \div 5 \times 20) + (\text{Technology score} \div 5 \times 15) + (\text{Sustainability} \div 5 \times 10) + (\text{Facebook voting: Votes received} \div \text{Total votes cast} \times 5)$$

The solutions will be sorted in descending order of their FINAL SCORE, and the highest FINAL SCORE will be declared **winner**.

NOTE: The outliers (10 points more/less) are removed from the overall score.