THE COMPETITION RULES- Open Category

1. All teams entering the Open category of the competition are to create <u>mobile applications</u> aimed at solving a problem or improving services within St. Vincent and the Grenadines and can be based on any subject area. Participants may submit multiple applications, provided that each one is unique and not a duplicate.

2. A team should consist of two (2) participants.

3. The age limit for participants entering the Open Category is 35 years

4. Students participating in the open category can enter both secondary and open categories.

5. Students from the Tertiary schools (St. Vincent and the Grenadines Community College) are only allowed to participate in the Open Category of the competition.

6. Secondary school students who wish to participate in the Open category are allowed to form teams with students from different schools. For example, a team may include students from both Georgetown Secondary School and Union Island Secondary School or from Bishop's College Kingstown and Girls' High School.

7. Participants in the Open category of the competition are not required to have an official mentor.

8. Participants are required to conduct research in the areas to which their Mobile Applications apply to properly present their findings. Participants must display a keen understanding of the area which they are creating the App in relation to.

9. The **preliminaries** of the competition will be on October 3, 2025, and the participants who are registered will be required to submit a video presentation no more than seven (7) minutes long explaining their mobile application 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. Each team that

proceeds to the **finals** of the competition in the open category will be required to display a prototype of their mobile application to the judges within their presentation.

10. All visual aids used in presenting the Mobile application must be submitted by 9:00AM on October 2, 2025, for preliminaries and by 9:00AM on October 21, 2025 for finals to the NTRC via email: ntrc@ntrc.vc. 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:

11. The following are the guidelines for making your presentations for **the Open 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) When the **7 minutes** are up, two buzzes will be sound*

   *d) Teams are to stop their presentation after **7 minutes** have elapsed.*

   *e) After the initial presentation there will be a **5-minute** round of questioning from the panel of judges.*

   f) A buzz would signal the beginning of this round of questioning and after 5 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.

12. For the Participants presenting at the Finals stage of the competition, the Mobile Applications should be submitted for use on the following platforms: iOS & Android. Mobile Apps that work on tablets are also eligible for the competition.

13. The judges' decision is final

14. The following is the judging criteria that will be used at the <u>Preliminary and Final events</u> for the Open category:

The Judges 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 <u>Preliminary</u> does not include the Facebook voting:

Preliminary Criteria	Specification	Weight	Very low	Low	Fair	High	Very High
Creativity	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? • How unique or innovative is your mobile application? • What sets it apart from similar or existing apps?	35	1	2	3	4	5
User Experience	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. • Its purpose and how it works. • Key features and functionalities. • Who are the primary users of your mobile application? • How will it benefit them?	30	1	2	3	4	5
Solution Development and Technology	Participants are expected to display how well their app implements the best solutions to address the problem that they have identified. Also, looks at how ambitious the team has been in terms	35	1	2	3	4	5

	of the degree of technical ability that was required to implement the solution. • Define the approach to addressing the problem • What are the core features and capabilities the app should have? • Does the app consider security elements such as data protection, encryption and authentication? • Are the frontend and backend technologies used sufficient for the solution being developed? • Is the solution scalable to handle increased users and load?							

FINAL SCORE = (Creativity score ÷ 5 x 35) + (Experience score ÷ 5 x 30) + (Development/ Technology score ÷ 5 x 35)

Criteria for the <u>Finals</u> includes the Facebook voting:

Finals Criteria	Weight	Very low	Low	Fair	High	Very High
Creativity	30	1	2	3	4	5
User Experience	30	1	2	3	4	5
Solution Development and Technology	35	1	2	3	4	5
Facebook Voting	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.

FINAL SCORE = (Creativity score ÷ 5 x 30) + (Experience score ÷ 5 x 30) + (Development/ Technology score ÷ 5 x 35) + (Facebook voting: Votes received ÷ Total votes cast x 5)

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

NOTE: To ensure fairness, we remove extreme scores that are significantly different from the rest. If a judge's score is 15 points higher or lower than the average of the other judges' scores, it will be considered an outlier and excluded from the final calculation. This is done for both the preliminary and final judging.

Example:

If most judges give a score between 70 and 80, but one judge gives a 95 or a 55, that score will be removed before calculating the final average. This helps prevent any unusually high or low score from unfairly impacting the results.