2022 iCode784 Competition Outline:

Tagline- The icode784 Competition; "Dream. Code. Innovate"

The **icode784 competition** is intended to give participants the chance to change the world using their imagination and creativity and to showcase our young people's inclination towards innovation. Innovation powers entrepreneurship. We want to provide the foundation for innovation by giving participants a forum to create great inspiring ideas that could revolutionize the Vincentian Society.

We hope to encourage participants from various secondary, technical and tertiary level institutes from across the island to put forward ideas and mobile applications for both the public sectors (Government departments and *state-owned companies such as Vinlec & CWSA*) and private sectors *(such as, Law Firms, Supermarkets, Restaurants, Minibuses, Vendors etc.)* of St. Vincent and the Grenadines to facilitate the implementation of new systems or improve existing systems within those sectors.

There are three categories of the competition:
1. The **Secondary Idea Category** consists of entries from students attending <u>secondary schools</u> submitting an Innovative Idea based on one of the topics outlined on page 3. This idea must be an idea for or in relation to a mobile application. The knowledge of coding is not necessary for participants entering this category.
2. The **Secondary Mobile App Category** consists of entries from students attending <u>secondary schools</u> submitting a Mobile application based on one of the topics outlined on page 3. Students entering this category must present their Mobile applications to the judges via a PowerPoint Presentation at the Preliminary Round of the competition. A working prototype of this Mobile application must be presented once the team has advanced to the final stage of the competition.
3. The **Open Category** consists of entries from the following:
   - Anyone under 35 years of age including:
     - Tertiary Students (technical schools as well as students from the St. Vincent and the Grenadines Community College).
     - Students from the secondary schools. There is no rule to indicate that if students enter the secondary category, they cannot enter in the open category.
   - Participants entering the Open category entering this category must present their Mobile applications to the judges via a PowerPoint Presentation at the Preliminary Round of the competition. A working prototype of this Mobile application must be presented once the team has advanced to the final stage of the competition.
   - Participants in the open category can base their mobile application on *any* topic or sector they choose to.

The competition will be held from **September 14, 2022- November 16, 2022.**

Registration for the competition can be done on our website **www.ntrc.vc**.

THE BENEFITS OF PARTICIPATING IN THIS COMPETITION

The benefits of participating in such a competition include but are not limited to:

- Fostering teamwork
- Building research skills
- Bringing about effective change
- Developing problem solving and issue resolution skills
- Improvement of efficiency and productivity overall
- Enhancing entrepreneurship
- Building creativity, analytical and presentation skills.

PHASES OF THE COMPETITION

The competition runs in the following phases:

Phase 1 - Launch of the Competition: This phase officially announces the beginning of the competition. The launch will take place on **September 14, 2022** and this signals the opening of registration for interested participants in the competition. Registrations will end on **October 7, 2022**.

Phase 2 - Preliminary Round Judging: This phase of the competition will begin on **Tuesday October 18, 2022 and** will come to an end on **Thursday October 20, 2022**. During this phase, Preliminary Judging will take place for all three categories of the competition. The finalists will be published on the NTRC's website, Instagram, and Facebook Pages.

Phase 3 - Good Tips Presentation: After the preliminary round judging stage of the competition, all teams advancing to finals are given tips on how to improve their presentations. This is in collaboration with the Toastmasters organization. It is expected that this session will take place on **Tuesday November 1, 2022**.

Phase 4- Grand Finale: The Grand Finale concludes the Competition. During this phase, the final judging will take place for all finalists for the three categories of the competition. The winners from each category will then be presented with their prizes. The Grand Finale will take place on **Wednesday November 16, 2022**.

N.B: The below topics are <u>only</u> for participants entering in the Secondary Idea Category and the Secondary Mobile App category. Teams may enter as many times as they desire using one (1) or more of the below topics.

1.   Good Health and Well-being

2.   Quality Education

3.   Responsible Consumption and Production

PROBLEM STATEMENT

Based on the topics outlined, <u>*only*</u> the teams entering both the Secondary Idea Category and the Secondary Mobile App category are to come up with a problem statement which their mobile application or Idea will address.

For example: Persons in St. Vincent and the Grenadines have a difficult time locating certain types of medicines when prescribed by their doctors.

A problem has been identified under the *Good Health and Well-being* topic (1). Your mobile application or idea should be one which helps to solve or address this problem that was outlined in the problem statement.

Below is a summary of how your Idea for the **Secondary Idea category** should be structured:

How original is your idea? Description of how the **idea** is unique or different from similar or existing ones alike.
What problem does the idea solve? Description of the problems or discomfort that is being felt by the business or department and a clear outline of how the **idea** solves these problems. Description of the individuals who are most likely to use the **idea.**
How is your idea innovative? A clear outline of the **idea**, what it does, how it works and its key features. Description of the resources needed (Human, equipment etc.)
How will your idea be presented? Ideas are to be presented to the judges in the format of a PowerPoint presentation displaying how the app would look and functions in real life as well as the special features.

Below is a summary of how your Mobile app for the **Secondary Mobile App category** and the **Open Category** should be structured:

How original is your mobile application? Description of how the **mobile application** is unique or different from similar or existing ones alike.
What problem does the mobile application solve? Description of the problems or discomfort that is being felt by the business or department and a clear outline of how the **mobile application** solves these problems. Description of the individuals who are most likely to use the **mobile application.**
How is your mobile application innovative? A clear outline of the **mobile application**, what it does, how it works and its key features. Description of the resources needed (Human, equipment etc.)
How will your mobile application be presented? For the preliminary judging phase on October 18-20, 2022, mobile apps are to be presented to the judges in the format of a PowerPoint presentation displaying how the app would look and functions in real life as well as the special features. For the final Judging stage on November 16, 2022, a working prototype of the app must be presented to the judges.

Please note that the allotted marks for judging will come from the oral/ visual presentations which participants make on the day of judging. Therefore, these awarded marks will determine whether participants advance to the final rounds or are deemed winners respective of the round of competition in question.

PRIZES

The prizes of the competition will be as follows:

The Secondary Idea Category

Position	Innovative Ideas
First	• $2,500
Second	• $1,500
Third	• $1000

The Secondary Mobile App Category

Position	Mobile Applications
First	• $5,000 • **Each team member and mentor will receive a laptop**
Second	• 3,000
Third	• $2,000

The Open Category

Position	Mobile Applications
First	• $5,000 • **Two (2) members will be sent to Barcelona, Spain in March 2023 to attend an event for startups hosted by GSMA called 4YFN (4 Years From Now).**
Second	• $3,000
Third	• $2,000

Other Prizes

- The school with the most entries will receive a cash prize of $1000.
- The Mentor for the winning team for the Secondary Idea Category-$750.00
- The mentor for the winning team for the Secondary Mobile Category-$1,000.00
- Mentors are not required for the Open Category, as such a prize is not applicable for mentors in this category.
- All non-positional teams advancing to finals will be awarded a prize of $300 per team.

Trophies will be presented to the first-place teams for each category.

For more information on the rules and guidelines that governs the competition, please visit

https://www.ntrc.vc/general/ntrcs-i-code784-competition/