



THE COMPETITION RULES- Open Category

1. All teams entering the Open category of the competition are only allowed to create mobile applications for the Private or Public Sector.

N.B. The Private Sector is the part of the economy that is not state controlled and is run by individuals and companies. The private sector encompasses all businesses that are not owned or operated by the Government such as; Supermarkets, Real estate agencies, Insurance companies, Minibuses, Vendors etc.

N.B. The Public Service covers all Government Ministries, departments, and statutory bodies such as C.W.S.A and state-owned companies such as Vinlec.

2. A team should consist of no more than four (4) participants and the minimum being two (2) participants per team.
3. Students participating in the secondary category can enter in both secondary and open categories.
4. Students from the Tertiary schools (St. Vincent and the Grenadines Community College) are only allowed to participate in the Open Category of the competition.
5. 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
6. The age limit for participants entering the Open Category is 35 years.
7. Participants in the Open category of the competition are not required to have an official mentor.
8. 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.

- 9.** Participants are required to visit the business of their choice in the Private sector or department in the public sector 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 in the Private Sector or department in the public sector to which they are proposing the change to be made to.
- 10.** The NTRC will not be covering the costs for NON-STUDENTS from the Grenadine Islands who make it to the finals to visit a business/department to conduct their research. All costs will be incurred by the non-students to visit the business/department to conduct their research. Please note that all participants in the competition MUST visit the business of their choice in the private sector or department in the public sector to conduct their research.
- 11.** 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 Mobile Applications to any person or entity or continue to use or develop the Mobile Application in any format after it has been submitted and implemented.
- 12.** 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 Preliminary and Finals Phase of the competition:

13.The following are the guidelines for making your presentations for **the Open Category** for the **preliminary phase** and **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.*

14.The following are the guidelines for submission of presentations for **the Open Category** for the **Finals** of the competition:

1. Participants from the Open category must prepare a prototype of their mobile application. 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.
2. Each team that proceeds to the finals of the competition in the open category will be allowed to display a prototype of their mobile application to the judges within their presentation. Additionally, there will be a 5-minute timeframe for the round of questioning from the judges.

15.The judges' decision is final

16.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.

Criteria for the Preliminary to does not include the Facebook voting:

Preliminary Criteria	Specification	Weight
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? 	30
User's Experience	<p>The app should be designed to be engaging and something fun 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? • Are there clear navigations and labels? • Does it have an aesthetically pleasing visual design? 	25
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 it equipped with measures to safeguard users and their sensitive information? 	20

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 • Internet of Things (IoT) 	15
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? • Does it facilitate payment by mobile device / electronic payments 	10

Criteria for the Finals to include the Facebook voting:

Finals Criteria	Specification	Weight
Creativity	<ul style="list-style-type: none"> • Innovation-originality of the idea 	25
User's 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 use experience 	25
Solution Development	<ul style="list-style-type: none"> • Technical feasibility of the solution • Quality and finishing of the solution presented 	20

Tecnology	<ul style="list-style-type: none"> • Artificial Intelligence/Machine Learning • Virtual Reality/Augmented Reality • Big Data • Cloud Computing • Internet of Things (IoT) 	15
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 it facilitate payment by mobile device / electronic payments 	10
Facebook Voting	<ul style="list-style-type: none"> • Votes received 	5

Grade				
Very low	Low	Fair	High	Very High
1	2	3	4	5

The sum of all grades obtained by each proposal, multiplied by its weight will be considered the final score.

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