iCode784 Competition 2026

Secondary Mobile App Category Rules & Guidelines

Eligibility & Team Composition

1. All teams must consist of secondary school students.
2. Each team must consist of two (2) participants.
3. There is no limit to the number of teams per school in this category.
4. Team members must all come from the same school.
5. Participants may enter both the Secondary Mobile App Category and Open Category (if applicable).
6. Each team must have an official mentor (teacher, lecturer, or qualified professional
7. Teams may submit multiple applications, provided each is unique and not duplicated.

Competition Theme & Project Requirements

Teams must develop a mobile or web application based on the following theme:

- **Smart Schools & Sustainable Living**

Develop a mobile application that helps schools improve the management of daily operations while promoting sustainability and environmentally friendly practices. The app should identify a real-world problem within schools that either students, parents or teachers experience and provide innovative digital solutions to address issues related to organization, efficiency, and environmental awareness.

Participants are expected to:

1. Conduct research on the chosen problem.
2. Demonstrate understanding of user needs.
3. Present a functional or prototype solution.

Competition Rules

1. Only team members are allowed to present and demonstrate the application.
2. Mentors are not permitted to assist during the presentation or judging.
3. The NTRC will cover expenses (travel, accommodation, meals, and taxi) for:
    - Participants from the Grenadine Islands advancing to finals.
4. Judges' decisions are final.

Preliminary Judging Requirements (Prelims)

1. Date: November 10, 2026
2. Teams must submit a video presentation (maximum 7 minutes) explaining:
    - The problem, the solution and key features of the app
3. **No in-person attendance is required for this round**.
4. Finalists will be announced via live stream.

The following are the scores that judges will apply for each criteria in the table below.

- 1 – Very Low
- 2 - Low
- 3 - Fair
- 4 - High
- 5 – Very High

Criteria	Description	Points
Innovation & Technical Development	Original idea and effective technical implementation	50
User Experience	Usability, engagement, and clarity of functionality	30
Presentation	Quality of delivery, communication, and demonstration	20

Total Possible Score: 100 Points

Final Score (Preliminaries):

(Innovation & Technical Development ÷ 5 × 50) + (User Experience ÷ 5 × 30) + (Presentation ÷ 5 × 20)

Submission Requirements

All visual presentation materials must be submitted to: ntrc@ntrc.vc

- Preliminaries: By 6:00 PM on November 9, 2026
- Failure to submit materials by the deadline will result in disqualification.

🏁 Final Judging Requirements (Finals)

1. Finalists must present their project in person.
2. Each team must display and demonstrate their working application (or prototype) to the judges within the presentation.
3. Applications must be compatible with iOS and/or Android.

The following are the scores that judges will apply for each category in the table below.

- 1 – Very Low
- 2 - Low
- 3 - Fair
- 4 - High
- 5 – Very High

Criteria	Description	Points
Innovation & Technical Development	Original idea and effective technical implementation	50
User Experience	Usability, engagement, and clarity of functionality	25
Presentation	Quality of delivery, communication, and demonstration	20
Online Voting	Proportion of votes received	5

Total Possible Score: 100 Points

Final Score (Finals):

(Innovation & Technical Development ÷ 5 × 50) + (User Experience ÷ 5 × 25) + (Presentation ÷ 5 × 20) + (Online Voting: Votes Received ÷ Total Votes Cast × 5)

Submission Requirements

All visual presentation materials must be submitted to: ntrc@ntrc.vc

- Finals: By 9:00 AM on January 18, 2027
- Failure to submit materials by the deadline will result in disqualification.

Presentation Format (Finals)

1. Each team is allotted 7 minutes for their presentation.
2. A single buzzer signals the start.
3. Two buzzers indicate the end; teams must stop immediately.
4. A 5-minute Q&A session follows:
    - A buzzer signals the start and end of this session.
    - Teams may complete answers already in progress

Scoring Integrity Rules (Outlier Note)

To ensure fairness and consistency in judging:

1. Scores that differ significantly from other judges will be treated as outliers.
2. Any score that is more than 15 points above or below the average of other judges will be removed before calculating the final average.
3. This rule applies to both preliminary and final rounds.

Example

If most judges award scores between 70–80, but one judge gives 95 or 55, that score will be removed before calculating the final result.

Key Reminders

1. Ensure your solution addresses a real and relevant problem in SVG.
2. Focus on innovation, usability, and technical feasibility.
3. Clearly demonstrate how your application works and its impact.
4. Prepare and test your prototype before the finals.