



KEEPING IT REAL!

Java Jive Regional Challenge 2008

Official Rules

Description

The *Java Jive Regional Challenge 2008 - Keeping IT Real!* is open to all infocomm students from the local tertiary schools in Singapore, Malaysia and Thailand¹.

Sun together with ITE, IDA and industry partners are working together to help nurture the open source community and shape future leaders for the information communication industry. This year, Sun and IDA, co-organisers of the Java Jive Regional Challenge 2008 will bring Java Jive Challenge 2008 around the region through the ITE-Sun Centre of Technology collaboration. Java Jive Regional Challenge 2008 - *Keeping IT Real!* continues to be part of Infocomm Development Authority's (IDA) 2008 series of the National Infocomm Competition (NIC).

This year's theme for the Java Jive Regional Challenge 2008 is "Keeping IT Real!". The Java Jive Regional Challenge 2008 - *Keeping IT Real!* provides students with a platform to identify, develop and apply IT in a real world scenario. The objective of this challenge is to drive students' passion for innovation using Java Technology, Solaris Operating System and NetBeans. A unique feature of this year's challenge is the opportunity to work with mentors from the healthcare industry, where participants are offered an experiential and hands-on approach as they develop and deploy Web 2.0 solutions that can possibly be the next big thing in the healthcare industry.

Participation

To participate in the Challenge, interested parties must submit the Java Jive Challenge 2008 application form (one form per team) to their respective institutions by **18 April 2008**. Applications received after 18 April 2008 will not be considered. For Singapore, each institution can select up to four (4) teams to enter the Challenge. For Malaysia, each institution can select up to one (1) team to enter the Challenge. For Thailand, there are no limitations to the number of teams that each institution can send for the Challenge.

¹ Please refer to the eligibility section on Page 6.



- Students are eligible to participate in teams of three (3) students.
- Each team must be made up of students from the same school/institution.
- One representative in each team must be named as the Team Leader who will submit the registration and documentation under his/her own name on behalf of the other members of the team.
- Any team may have a faculty member to act as a faculty sponsor, although this is not required.
- Participating teams are expected to use Java and NetBeans along with their software design and programming.
- The overall solution is not limited to just web interfaces but can include other applications interfaces as long as they have an element of participation and interactivity.
- Teams are encouraged to develop their application on the Solaris platform.

Teams have till **4 June 2008** to develop their applications.

All participating teams must have basic knowledge of Java programming. A bootcamp will be conducted for all participants.

Submission

For Singapore and Malaysia, all final entries submitted must be in English. Entries that are lewd, obscene, and pornographic or disparage Sun Microsystems (hereafter the Sponsor) will be disqualified at the Sponsor's sole discretion.

Each team has to submit a 3-5 page report outlining the tools used to develop the application, how the application met the objective of the challenge, how to use the application and how it ties in with the healthcare industry (healthcare and education industries for Thailand) and the Participation Age. The report must be updated and submitted on a weekly basis to Java.net. The coding of the submissions will be reviewed on 2 May 2008, Fri and 2 June 2008. This will allow the judges to evaluate participants' progress.

The final submission deadline for the report is **4 June 2008**.

- Page 2 -

Regional Co-organisers:



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KEEPING IT REAL!

Java Jive Regional Challenge 2008

Judging Day

Each team must present their applications at the country judging day on, where each team will give a 10-minute presentation. This will be followed by a 5-minute Question & Answer session with the judging committee. Teams are required to provide all the equipment and software to demonstrate their entry.

The Judging Criteria are as follows (*subject to change*):

- Usability (15 per cent) – Ease of using the application
- Technology (20 per cent) – Ability to effectively apply technologies including Java Development Tools, NetBeans 5.5 IDE & above.
- Commercial Value/ Industry Relevance (20 per cent) – Extensiveness to which the application is commercially viable to implement for the specific industry
- Creativity (20 per cent) – Originality and degree of technology innovation
- Participation (20 per cent) – Extent to which application fosters participation, interactivity and sharing on the Net

5 percent of the total score will be based on the coding updated on Java.net.

In the event of a tie, the team among the tied entries with the highest score in 'Technology' will be declared the winner. Judges' decisions are final in all matters relating to the contest.

There will be special awards given out during the Java Jive Judging day. They are the:

- Innovation Award – This award will be given to the team with the most innovative application.
- Technology Award – This award will be given to the team which most effectively applied the development tools in the development of their application.
- The Participation Age Award – This award will be given to the team whose application best showcases what they believe is the Participation Age.

The team with the highest score at Judging Day will be the country champion and will be awarded S\$1,200 and each team member will get a 4GB iPod Touch.



KEEPING IT REAL!

Java Jive Regional Challenge 2008

The winning teams from Singapore, Malaysia and Thailand will go on to compete with each other for the title of Java Jive Regional Champion at the grand finals held at Sun Developer Days, Singapore on 15 Jul 2008.

Allocation of NIC points: Only teams from the polytechnics and ITE colleges in Singapore are eligible for NIC points.

The top six entries within the Keeping IT Real! Challenge will be awarded points that will be accumulated for the National Infocomm Competition.

The JavaJive Challenge 2008 is part of the NIC's Polytechnic/ITE circuit. Therefore, points will not be awarded to University Teams that win. However, this will not discount the teams from receiving prizes. For example, if University A takes first place in the Keeping IT Real! Challenge, the team will still be awarded the prizes but not the points. If a Polytechnic takes second place, the team will win the second place prizes but will be awarded first place points which will count towards accumulation for the NIC circuit.

If the following scenario takes place:

- 1st place - University A
- 2nd place - Polytechnic X
- 3rd place - University B
- 4th place - ITE J
- 5th place - Polytechnic Y
- 6th place - ITE K

The points awarded that will be accumulated for the NIC (Polytechnic and ITE Circuit) will be awarded in the following manner:

- 1st place points - Polytechnic X
- 2nd place points - ITE J
- 3rd place points - Polytechnic Y
- 4th place points - ITE K
- 5th place points - next Polytechnic/ ITE winner
- 6th place points - following Polytechnic/ ITE winner

Judging Panel

The judging panel for the Java Jive Challenge 2008 Judging Day will comprise of prominent representatives from the local infocomm authorities, Sun Microsystems, the



local industry partners and the healthcare industry. To avoid a conflict of interest, judges who are employed at colleges/polytechnics/universities will not be eligible to be judges.

Regional Finals At Sun Developer Days in Singapore

The winning country teams from Singapore, Malaysia and Thailand will compete at the *Java Jive Regional Challenge 2008 – Grand Finals* to be held at Sun Developer Days for the title of Java Jive Regional Champion.

The presentation format is the same as the country finals with an addition of a live element. Teams are required to provide all the equipment and software to demonstrate their entry.

- Each team will be given five minutes to present their application on stage.
- Each team will be allocated a booth where they can showcase their application and promote it to the commercial developers attending the Regional Finals.
- Teams will need to create a code 'live' at the Regional Finals under time pressure.

Judges will evaluate the applications based on the applicability of the working models on the industry partner's business. The teams will be judged on a new set of criteria (refer to section on judging criteria). In addition, teams will enter into a bonus round, where they will compete in a coding challenge live under time pressure at developer days. The topic of the coding challenge will only be revealed at developer days itself.

- Presentation (20 per cent) – Ability to communicate the unique selling proposition, smoothness of delivery, organisation of presentation content, relevance and content of visual aids, keeping to the allotted time
- Booth (20 per cent) – Ability to leverage on the booth to create opportunities for interacting with the Sun Developer Days' attendees
- Commercial Value/ Industry Relevance (25 per cent) – Extensiveness to which the application is commercially viable to implement for the specific industry
- Participation (25 per cent) – Extent to which application fosters participation, interactivity and sharing on the Net
- Live coding (10 per cent) – Best code created under time pressure



KEEPING IT REAL!

Java Jive Regional Challenge 2008

Judging Panel

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Prizes

Grand prize: S\$3,000 and each team member will get a Nintendo Wii.

The Sponsor reserves the right to substitute a prize for an item of equal or greater value. Prizes are awarded without warranty of any kind from the Sponsor, express or implied, without limitation, except where this would be contrary to federal, state, provincial, or local laws or regulations. All federal, state, provincial and local laws and regulations apply. Submission of entry into this challenge deems that entrants agree to be bound by the terms of these Official Rules and by the decisions of the Sponsor, which are final and binding on all matters pertaining to this challenge. Return of any prize/prize notification may result in disqualification and selection of an alternate winner. Any potential winner who cannot be contacted within 15 days of attempted first notification will forfeit his/her prize. Potential Prize winner(s) and the corresponding academic institution may be required to sign and return an Affidavit or Declaration of Eligibility, and Liability/Publicity Release within 30 days following the date of first attempted notification. Failure to comply within this time period may result in disqualification and selection of an alternate winner. The intellectual property rights to the application or project programming code, if any, will remain with the participants. As a condition of entry, participants agree that the Sponsor shall have the right to use, copy, modify and make available the application or code in connection with the operation, conduct, administration, and advertising and promotion of the Challenge via communication to the public, including, but not limited to the right to make screenshots, animations and video clips available to the public for promotional and publicity purposes. Notwithstanding the foregoing, ownership of and all intellectual property rights in and to the application and code shall remain with the participant. Acceptance of the prize constitutes permission for, and winners consent to



KEEPING IT REAL!

Java Jive Regional Challenge 2008

the Sponsor and its agencies to use a winner's name and/or likeness and entry for advertising and promotional purposes without additional compensation, unless prohibited by law. To the extent permitted by law, entrants, participating academic institutions and winners agree to hold the Sponsor, its respective directors, officers, employees and assigns harmless for any injury or damage caused or claimed to be caused by participation in the Challenge and/or use or acceptance of any prize won, except to the extent that any death or personal injury is caused by the negligence of the Sponsor. The Sponsor is not responsible for any typographical or other error in the printing of the offer, administration of the Challenge or in the announcement of the prize. A participant may be prohibited from participating in this challenge if, in the Sponsor's sole discretion, it reasonably believes that the participant has attempted to undermine the legitimate operation of this challenge by cheating, deception, or other unfair playing practices or annoys, abuses, threatens or harasses any other participants, the Sponsor or associated agencies. In the event a winner/potential winner's employer has a policy, which prohibits the awarding of a prize to an employee, the prize will be forfeited and an alternate winner will be selected.

All taxes, if any, are the sole responsibility of the winners and/or the academic institution.

Eligibility

This challenge is open only to students at accredited academic institutions in Singapore, Malaysia and Thailand.

Singapore Institutions - Institute of Technical Education, Singapore Polytechnic, Republic Polytechnic, Temasek Polytechnic, Nanyang Polytechnic, Ngee Ann Polytechnic, National University of Singapore, Nanyang Technological University and Singapore Management University.

Malaysia Institutions – To be advised

Thailand Institutions – To be advised

The Sponsor reserves the right to disqualify entries received from students at an academic institution which the Sponsor determines in its sole discretion does not meet this criteria. Employees of Sun Microsystems, application development partner companies, their parents, affiliates and subsidiaries, participating advertising and

- Page 7 -

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promotion agencies and prize suppliers (and members of their immediate family (defined as parents, children, siblings and spouse, regardless of where they reside) and/or those living in the same household of each) are not eligible. You must also have access to the Internet, a valid email address and a valid student identification card in order to enter.

Data privacy

Participants agree that personal data, especially name and address, may be processed, stored and otherwise used for the purposes and within the context of the Challenge and any other purposes outlined in these Official Rules. The data may also be used by the Sponsor in order to check participants' identity, their student, faculty or staff status, their postal address and telephone number, or to otherwise verify their eligibility to participate in the Challenge. The Team Leader certifies he/she has obtained all necessary consents from the remaining team members identified or referred to in the registration for participation form. Participants have a right to access and any personal data held by the Sponsor by writing to the Sponsor at the address listed below. If participant's data is not provided, participants' entries will be ineligible.

Warranty

Entrants certify that their entry is original and that they are the sole and exclusive owner and right holder of the submitted entry and that they have the right to submit the entry in the Challenge. Each participant agrees not to submit any entry that (1) infringes any 3rd party proprietary, intellectual property personal rights or other rights, including without limitation, copyright, trademark, patent, trade secret or confidentiality obligation; or (2) otherwise violates applicable law. In the event that the entrant's academic institution retains ownership of any work product created by such entrant, entrant shall be responsible for securing the permission of their academic institution to submit the entry. Entrants may not submit any work product created pursuant to a research grant or similar funding provided by an academic institution. To the maximum extent permitted by law, each participant indemnifies and agrees to keep indemnified the Sponsor at all times from and against any liability, claims, demands, losses, damages, costs and expenses resulting from any act, default or omission of the participant and/or a breach of any warranty set forth herein. To the maximum extent permitted by law, each participant indemnifies and agrees to keep indemnified the Sponsor at all times from and against



KEEPING IT REAL!

Java Jive Regional Challenge 2008

any liability, actions, claims, demands, losses, damages, costs and expenses for or in respect of which the Sponsor will or may become liable by reason of or related or incidental to any act, default or omission by a participant under these Official Rules including without limitation resulting from or in relation to any breach, non-observance, act or omission whether negligent or otherwise, pursuant to these official rules by a participant.

Eliminations

Any false information provided within the context of the Challenge by any participant concerning identity, student status, employment status, postal address, telephone number, ownership of right or non-compliance with these rules or the like may result in the immediate elimination of the participant from the Challenge. The Sponsor further reserves the right to disqualify any entry that it believes in its sole and unfettered discretion infringes upon or violates the rights of any third part or otherwise does not comply with these official rules.

Internet

The Sponsor is not responsible for electronic transmission errors resulting in omission, interruption, deletion, defect, delay in operations or transmission. The Sponsor is not responsible for theft or destruction or unauthorized access to or alterations of entry materials, or for technical, network, telephone equipment, electronic, computer, hardware or software malfunctions or limitations of any kind. The Sponsor is not responsible for inaccurate transmissions of or failure to receive entry information by the Sponsor on account of technical problems or traffic congestion on the Internet or at any Web site or any combination thereof, except to the extent that any death or personal injury is caused by the negligence of the Sponsor. If for any reason the Internet portion of the program is not capable of running as planned, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other causes which corrupt or affect the administration, security, fairness, integrity, or proper conduct of this Challenge, the Sponsor reserves the right at its sole discretion to cancel, terminate, modify or suspend the Challenge. The Sponsor reserves the right to select winners from eligible entries received as of the termination date. The Sponsor further



KEEPING IT REAL!

Java Jive Regional Challenge 2008

reserves the right to disqualify any individual who tampers with the entry process. Caution: Any attempt by a participant to deliberately damage any Web site or undermine the legitimate operation of the game is a violation of criminal and civil laws and should such an attempt be made, the Sponsor reserves the right to seek damages from any such participant to the fullest extent of the law.

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