1.0   Competition Categories

Those who are participating in WeCode will be grouped into different categories according to their age group and programming platform.

School Level		Coding Platform	Category	Participation Type
Primary School			Category : **Apprentice** Age : 7 – 9 years old Program : Original Animation	*Individual submissions only*
			Category : **Advance** Age : 10 – 12 years old Program : Original Game	
Secondary School			Category : **Expert** Age : 13 – 15 years old Program : Original App	
			Category : **Master** Age : 16 – 18 years old Program : Original App	

Table 1: Competition Categories

2.0   REGISTRATION AND SUBMISSION OF PROGRAMS

2.1   Registration

1. Participants are required to register on the WeCode website.

2. Participants must fill in the online registration form and upload the proof of payment of their registration fees **(USD 50)**. Payment is to be made to respective Country Partners.

3. Upon confirmation of payment, registered participants will receive an ID and password to submit their programs.

2.2   Submission of Programs

1. The submission portal on the WeCode website will be open for uploading from 18th to 24th October 2018.

2. Participants are required to submit their program and a video of themselves declaring the work done being their own.

3.0   RULES & REGULATIONS

3.1   Language

All entries must be submitted in **English**.

3.2   Theme

The theme for 2018 WeCode International is **Smart Cities** and the mission is **Solving Challenges for Smart Cities**.

Smart Cities have been gaining a lot of attention around the world. When we hear "smart city", we think of a futuristic and technologically-advanced utopia, where everything is digitised and automated. However, smart cities come with their own set of challenges such as increased pollution levels, significantly higher electricity usage, digital literacy gap among different generations, struggle to protect rights on the Internet, and so on.

Participants should code an original animation, game or mobile app that <u>introduces a challenge for smart cities and describes a possible solution.</u>

3.3   Qualifying Round – Program Requirements

Apprentice Category

1. Program type: Animation
2. Program content must adhere to the theme and mission.
3. Programming Platform: Scratch (any version may be used)
4. The program must have:
    a. At least three (3) sprites
    b. At least one (1) audio file as a sound effect or background music
5. The animation must have an introduction, body and ending.
6. Duration of the Animation must be between 30 seconds – 2 minutes.
7. Maximum file size: 40MB

Advance Category

1. Program type: Game
2. Program content must adhere to the theme and mission.
3. Programming Platform: Scratch (any version may be used)
4. The program must have:
    a. At least three (3) sprites
    b. At least one (1) audio file as a sound effect or background music
5. The project must have an introduction, game instructions and the actual game.
6. Maximum file size: 40MB

Expert and Master Categories

1. Program type: App
2. Program content must adhere to the theme and mission.
3. Programming Platform: App Inventor 2
4. The app must have:
   a. At least 2 screens
   b. At least one (1) audio file as a sound effect or background music.
5. The app should have a menu screen and the actual app.
6. Maximum file size: 10MB

3.4 Self-Declaration Video

Along with the program, participants must submit a video of themselves declaring that the program produced is of their own work. A sample of the script is as below:

> *I, [name of participant] from [name of school and country] declare that the program produced is my own work. I did not copy or take the codes from any sources.*

3.5 Final Round – Presentation Requirements

The WeCode Finalists are required to conduct a presentation on their program during the Final Round. The presentation should contain:

1. Self-introduction of Finalist
2. Introduction of Program
   - What is the program about?
   - What Smart City challenge was introduced?
   - What solution to the challenge is proposed?
3. Demonstrate the program and give a commentary on the planning process.
4. Duration: 3 - 5 minutes

3.6 External Resources for Coding (Apprentice and Advance)

Participants are only allowed to use resources which fit the requirements listed below.

3.6.1 Image Resources

Participants are allowed to create their own images or modify, and/or enhance any images from other sources provided that the following conditions are fulfilled.

SHALL NOT have any watermark, company logo, website URL, and/or any form of visible trademarked copies which infringes the law of copyrighted material.

3.6.2   Sound/Music Track Resources

Participants are allowed to create and record their own sound/music tracks or modify, and/or enhance any sound/music tracks from other sources provided that the following conditions are fulfilled.

SHALL NOT infringe on the law of copyrighted material. The maximum length of the sound/music track **can only be 1 minute.**

3.7   Plagiarism

- Programs and apps that are already in the app market such as Google Play, Apple Store or Windows Phone Marketplace cannot be used as an entry in the Competition.

- Submitted programs must be of original work and must not infringe or violate the privacy, intellectual property rights or other rights of any other person or entity. We reserve the right to ask for the source code to verify the originality of each entry.

3.8   Intellectual Property

Submission of a project gives the WeCode committee the right to use the program for educational or advertising purposes on the terms that the WeCode committee has to acknowledge the program author and their respective school/organisation/institution.

3.9   Dress Code for Final Round and Award Day

School uniform/School T-Shirt

3.10   Refund of Fees

NO refund of fees will be made to participants who have withdrawn or disqualified for violating any of the Rules & Regulations stated.

3.11   General Terms

By participating in the WeCode International competition, participants are taken to have read, understood and agreed to be bound by these Rules and Regulations, and accept that all decisions by the WeCode committee are final and binding. The WeCode committee reserves the right to change, amend, add or delete any of these Rules and Regulations at any time without prior notice to the participants and the participants agree to be bound by such changes.

4.0 COMPETITION JUDGING

4.1 Program Judging

- The Theme and Mission of the Competition will govern every category.

- The Theme and Mission of the Competition will be the guideline for the programs and apps.

- The panel of judges will evaluate each program or app according to the judging criteria as described below.

- Participants with the most points in a category will receive the award.

- In the event of a tie, the programs will be evaluated by a third party judge.

- Each submitted program that is relevant to the theme and mission will earn a specific number of points according to the judging rubrics.

- **The decision of the panel of judges is FINAL, CONCLUSIVE AND BINDING and no further appeal, enquiry and/or correspondence will be entertained.**

4.2 Judging Criteria

Judges will evaluate participants' program based on the criteria below:

1. Did the program adhere to the theme?
2. Did the program fulfil the mission?
3. Did the program fulfil the requirements?
4. Animation : Story flow, visually presentable

    Game : Playability, win/lose conditions, visually presentable

    App : Interactivity, visually presentable, user experience

5.0   AWARDS AND PRIZES

5.1   Competition Awards

- **Top Coders**

    Top 3 winners of equal ranking will be selected from the GSA Distinction Finalists.

    For each category, there will be 3 recipients; selected based on the results of the Final round regardless of country.

- **Finalists & GSA Distinction Awardees**

    The top 100 entries from the Honourable Mentions will be selected as the GSA Distinction Finalists.

- **Honourable Mentions**

    This is a consolation award to recognise work of high quality but did not qualify as a finalist.

    For each category and country, the top 10% of total category participants will be selected based on the points awarded.

Category	Countries	Awards		
		Honourable Mentions	**GSA Distinction Finalists**	**Top Coders**
Apprentice	A	Top 10%	100 recipients	3 recipients
	B	Top 10%		
	C	Top 10%		
Advance	A	Top 10%		3 recipients
	B	Top 10%		
	C	Top 10%		
Master	A	Top 10%		3 recipients
	B	Top 10%		
	C	Top 10%		
Expert	A	Top 10%		3 recipients
	B	Top 10%		
	C	Top 10%		

Table 2: Example of Awards Distribution

5.2   Competition Prizes

All prizes are **non-refundable**, **non-transferable** and **not exchangeable** for any other benefits in kind.