



Junior Category competition rules

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code::XtremeApps:: 2009 organising committee member

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Organised by



- **Open to all children 12 years of age or below as of 1st January 2009**
- **Participants required to use Squeak Etoys (www.squeakland.org) to complete a task based on a given theme. Theme will be announced at the Squeak Etoys training and the ITSC website**
- **Each team will comprise between 2 - 3 members. Members need not be from the same school/educational institution**
- **Each team must have an adult as its supervisor. Each school may send a maximum of 5 teams**
- **Parental consent required for all participants**

- **Training sessions will be held to help participants learn about Squeak Etoys**
- **Five identical training sessions:**
 - Dates: 1 Jun (Mon) to 5 Jun 2009 (Fri)**
 - Time: 9:00 am – 12:00 noon**
 - Venue: Nanyang Girls High School (NYGH)
2 Linden Drive, Singapore 288683**
- **Participants are encouraged to attend the training. To register for the training, please indicate the preferred date(s) in the registration form**

- **Participants can start working on their program after the theme is announced until submission deadline on 29 June 2009**
- **If the Squeak Etoy program is a story, it's playtime should not be more than TWO minutes**
- **Each team is only allowed to submit one entry. The entry will comprise:**
 - ✓ **Labeled CD-ROM (non-returnable) with competition entry**
 - ✓ **Declaration of Original Work form by team supervisor**



- **Judging of submitted entries will be held in NYGH on Friday 3 July 2009**
- **Each team will give a final presentation (which includes demonstration of their Squeak Etoys program) not lasting more than five minutes, to the panel of judges**
- **Each team is required to bring their own PC (laptops / notebooks) pre-installed with the Squeak Etoys software for the presentation and demo**

Judging Criteria

**<%="ARE YOU FIT TO BE
THE NEXT BIG THING?"%>**

code: **Extreme Apps**

- | | |
|---|------------|
| (a) Effectiveness in conveying the theme | 30% |
| (b) Entertainment/game value | 30% |
| (c) Creativity | 20% |
| (d) Oral Presentation | 20% |

(includes the explanation of program codes)

<%="ARE YOU FIT TO BE
THE NEXT BIG THING?"%>

code:  XtremeApps

Thank you!



Information Technology
Standards Committee