



24-HOUR OSS WEBDEV CONTEST 2009

CONTEST TERMS & CONDITIONS

Name of Contest:

The contest's short name is known as “**24-Hour OSS WebDev Contest 2009**”.

The full name of the contest is “**24-Hour Open Source Web Application Development Contest 2009**”.

Contest Goals:

The goals of this contest are:

- Promote high level open source web application development skills in Malaysia.
- Enable local OSS web application development communities to grow and establish themselves.
- Encourage students to get involve in open source web application development and be well prepared for industry need.

Contest Detail:

a) *Contest Team:*

This contest is open to contest teams comprised of between two (2) to five (5) individuals. No more than five (5) people are allowed in a team.

All team members must be Malaysian with a valid MyKAD.

Contest team can be formed by:

- Student group representing its own institute of higher learning.** Any public or private institute of higher learning under the governance of Ministry of Higher Education Malaysia (MOHE) can send representative team to participate in this contest.
- Open group formed by Malaysian.** Any two (2) to five (5) Malaysians from any organisations and individuals can form a contest team to participant in this contest.

b) *Panel of Judges:*

A panel of five (5) judges from the open source community will be appointed by the organiser.

c) *Contest Entry:*

Teams interested to participate in this contest are required to submit the Contest Entry Form to OSCC MAMPU latest by 20 October 2009. Contest team must provide full information on the name of team, team detail, technical detail, etc. for acceptance consideration.

8 teams will be shortlisted to participate in this contest on 4 November 2009. Shortlisting of contest team will be based on information provided in the Contest Entry Form.

Shortlisted contest teams will be announced on 23 October 2009. The selection of shortlisted contest teams is at the sole discretion of the organiser.

d) *Contest Activity:*

All shortlisted contest teams are required to develop a simple generic open source web application at the designated contest area in Putrajaya International Convention Centre (PICC) during the MyGOSSCON 2009 event.

Contest teams are given 24 hours for the web application development and deployment from 4th November 11am until 5th November 11am.

Breakfast, lunch and dinner will be served during the contest period. Free flow of water and snacks will also be available to all contestants throughout the 24 hours contest period.

The development subject for this contest will be announced on 4th November 9am at the contest area.

The development island for each contest team will be provided with:

- i. Table and five (5) chairs
- ii. Two (2) electrical plug points
- iii. A network point
- iv. A Linux PC computer to host the web application

Contest team are required to bring in their own electrical extension, network switch, etc. if applicable.

Contestants can bring in own laptop computers and reference books into the contest room before the contest started. No computers or books are allowed to enter or exit the contest room during the 24 hours contest period.

The developed web application must be deployed to the designated Linux server before 5th November 11am.

Each contest team are then given twenty (20) minutes to present and demo their web application to the panel of judges. Contestants have to allocate reasonable time for Q&A with the judges within the given 20 minutes time period.

e) *Application Development and Deployment:*

- *Programming Language:*

Contest teams must use open source programming language to develop their web application. The product developed with the chosen programming language must be able to run in Linux. Example of open source programming languages are: Java, JavaScript, Perl, PHP, Python, Ruby, etc.

- *Development Tools:*

Development tools refer to any tools used for application development, including the source control system, editor, debugger, graphics designer, etc.

Contest teams are encouraged to make use of open source development tools. Contest teams are not prohibited from using non-OSS development tools in their own laptop computers, provided they possess valid usage licenses for all of the tools and applications installed in their computers.

- *Web Application Framework:*

Contest teams are encouraged to make use of open source web application frameworks in the contest. **Proprietary frameworks or libraries are prohibited.** Please refer to Web Application Guidelines published by OSCC MAMPU for example of open source web application frameworks.

- *Database:*

Contest teams must make use of open source database for their web application. Example of open source databases are: MySQL, PostgreSQL, etc.

- *Web Application Server:*

Contest teams must deploy their web application in an open source web application server running in Linux. Example of open source web application servers are Apache, Lighttpd, nginx, GlassFish, Zope, etc.

- *The Web Application:*

Contest teams hold the ownership of the web application produced in this contest, and must agree to release the source code under GPL Version 2 license.

After this contest, contest teams are encouraged to continue working on the web application produced in this event and contribute the product to the global OSS community.

- *Development Based On Existing OSS Application:*

Development based on existing OSS application is allowed.

f) *Contest Judging:*

The panel of judges will review and vote for the web applications developed by the contest teams. The judging criteria will be based on the following:

- i. **Functionality (20%)** - the web application must meet all the specified requirements. Additional relevant functionalities will be a plus.
- ii. **User interface (20%)** - the user interface must be eye-catching, easy to navigate and simple to use.
- iii. **Innovation & originality (20%)** - how innovative, unique and original is the idea of development?
- iv. **Usefulness (20%)** - how ready is the web application be practically used in real life implementation?
- v. **W3C compliance (10%)** - the web application will be checked against W3C compliance.
- vi. **Security (10%)** - the web application will be checked against general security measure.

The Judges' decision is final and binding. No correspondence shall be entertained.

g) *Contest prizes:*

Prizes are given to the winning team as follow:

- 1st prize: RM5,000 cash
- 2nd prize: RM3,000 cash
- 3rd prize: RM1,500 cash

As an encouragement to the student teams representing their school to participate in this contest, a **Best Student Team Award** of RM2,000 cash will be given to the student team producing the best product among themselves, regardless the student team has or has not won any of the above three prizes of this contest.

All contest winners are required to attend the Prize Giving Ceremony on 6th November 2009.

h) Variation to the Terms & Conditions:

The contest organiser reserves the right to change, amend, delete or add to these Contest Terms and Conditions without prior notice at any time and all the contestants shall be bound to such changes.

i) Liability:

The contest organiser will not be responsible or liable for:

- any problem, loss or damage of whatsoever nature suffered by any party due to any delay and/or failure in receiving and sending the Contest Entry Form;
- any problem, damage or loss of whatsoever nature to any contestant and their belongings resulting from their participation in this contest;
- any error (including error in notification of contest winners), omission, interruption, deletion, defect, delay in operation or transmission, Internet line failure, theft, destruction of, or unauthorized access to entries, PC hang whether or not arising during the contest.

The contestants will be responsible and liable for:

- any facility, computer and equipment provided by the organiser to them for the purpose of this contest.

j) Disqualification:

The organiser reserves the right at its sole discretion to disqualify any individual that it determines to be tampering with any of the process or operation of this contest and to be acting in breach or potential breach of these Contest Terms and Conditions. No correspondence shall be entertained.

k) Other:

The organiser fully reserves the right to cancel, modify, suspend or delay this contest in the event of unforeseen circumstances beyond its reasonable control.

l) Enquiry:

Please kindly email to mygosscon@oscc.org.my for any enquiry about this contest.

Important Dates & Times:

7 Sept	Announcement of the contest and acceptance of entry
20 Oct	Closing for Contest Entry Form submission
23 Oct	Announcement of shortlisted contest teams
4 Nov 8.30am	Arrival to PICC and registration at contest area
4 Nov 9am	Contest briefing
4 Nov 10am - 11am	Contest team setting up equipments
4 Nov 11am – 5 Nov 11am	24 hours web application development
5 Nov 11am - 2pm	Contest team presentation & demo
6 Nov	Contest result and prize giving