36-HOUR OSS WEBDEV CONTEST 2010
TERMS & CONDITIONS

Background:

In 4-5 November 2009, OSCC MAMPU has successfully organised a 24-Hour OSS Web Application Development (WebDev) Contest, in conjunction with the premier OSS conference MyGOSSCON 2009 held in Putrajaya International Convention Centre (PICC), Putrajaya.

The 2009 contest has attracted 25 teams formed by 104 developers to send in their application form. 8 teams of 35 developers were short-listed to take part in the actual competition in PICC. The winner for 2009 24-Hour OSS WebDev Contest is “bitfluent” team.

This year, OSCC MAMPU has the intention to break its own record by organising the 36-Hour OSS Web Application Development Contest in conjunction with MyGOSSCON 2010.

Malaysia Book of Records:

This 36-Hour OSS WebDev Contest is endorsed by the Malaysia Book of Records to make a new record as the “Longest OSS Programming Event”.

Contest teams who take part and complete this 36-Hour OSS programming event will be recognised as the record maker.

Contest Organiser:

OSCC MAMPU is the organiser for this Contest.

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.

- Stress test the human endurance in working over long hour to develop a new computer application.

Contest Period:

The contest activity will start from **8.30pm of Wednesday 6th October 2010** and ended by **3.30pm of Friday 8th October 2010**. The 36-hour programming contest will begin at **10.00pm** of Wednesday and end by **10.00am** of Friday. There will be briefing session and opening ceremony before the contest starts. After the contest ended, there will be contest-end ceremony, immediately followed by judging session to all the contest teams.

Contest Location:

The venue for programming contest is as follow:

Main Hall, Employees Provident Fund (EPF) Institute, Persiaran KWSP,
43000 Kajang,Selangor.

Contest Detail:

a) Contest Team:

This contest is open to contest teams comprised of three (3) individuals.

16 contest teams (formed by 48 developers) will be short-listed to participate in the actual competition.

All team members must be **adult of at least 18 years old**.

All team members must be healthy and not suffering from any disease or illness during the contest period. As a health and safety measure to all, any person found unfit to stay in the Contest Hall must leave the hall immediately when instructed by the Organiser.

In the event one or more member in a team is disqualified due to health reason as stated above, the remaining healthy contestants in the team can opt to continue on with the contest, or withdraw from the contest.

Contest team can be formed by:

i. **Government agency group** approved by Director General or Secretary General to represent the agency to participate in this Contest.
ii. **Student group** representing its own institute of higher learning and approved by

its head of academic studies. 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.

iii. **Open group** of any three (3) adults from any organisations and individuals can form a contest team to participant in this Contest.

If any of the groups from Government agencies and/or Student groups have **not** obtained formal approval from their head of department by signing in the Contest Entry Form with official stamp, they will be categorised under the **Open group**.

b) Contest Entry:

Teams interested to participate in this Contest are required to submit the Contest Entry Form to OSCC MAMPU latest by **6 September 2010**. Contest team must provide full information on the name of team, team detail, technical detail, etc. for acceptance consideration.

All contest teams must answer a programming question and a general question in the Contest Entry Form. The answers will be used for consideration to short-list teams into the actual contest.

16 teams will be short-listed to participate in the actual Contest to be carried out on **6-8 October 2010**.

Short-listed contest teams will be announced on **20 September 2010** in MyGOSSCON 2010 Website. The selection of short-listed contest teams is at the sole discretion of the Organiser.

c) Contest Activity:

All short-listed contest teams are required to develop a simple generic open source web application at the designated contest area to be announced later.

Contest teams are given **<u>36 hours</u>** for the web application development and deployment.

Breakfast, lunch, dinner and supper will be served inside the designated contest area during the contest period.

The development subject for this Contest will be disclosed on the first day at the contest area when it begins.

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

i. Table and three (3) chairs
ii. Two (2) electrical plug points
iii. A network point
iv. A Linux PC computer to host the web application

Contest teams 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 after the contest period has started.

The developed web application must be deployed to the designated Linux server before the 36th hour.

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

d) 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 and contribute the product to the global OSS community.

- *Development Based On Existing OSS Application:*

  Development and modification based on existing OSS application is not prohibited. In the event existing OSS application is based, contest team is required to explain to the judges the portion developed by the team during the Contest period, contrasting to works from existing OSS applications.

e) Judging:

The Contest will be judged by 2 parties, which are a panel of 3 judges appointment by the Organiser and the 16 competitor teams who have taken part in the competition.

The weightage of the judging result is:

- Judging by panel of 3 judges (70%)
- Judging by competitor teams (30%)

The judging criteria will be based on the following:

i. **Functionality (50%)** - the web application must meet all the specified requirements. Additional relevant functionalities will be a plus.
ii. **User interface (25%)** - the user interface must be eye-catching, easy to navigate and simple to use.
iii. **Creativity, innovation & originality (25%)** - how innovative, unique and original is the idea of development?

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

f) *Contest prizes:*

Prizes are given to the winner and runner-up in each of the contest groups as follow:

Government agency group:
- Winner: RM1,500 cash
- Runner-up: RM600 cash

Student group:
- Winner: RM1,500 cash
- Runner-up: RM600 cash

Open group:
- Winner: RM1,500 cash
- Runner-up: RM600 cash

Grand winner to get RM10,000 in total!

A hefty **Best Of The Best Bonus** of RM8,500 cash will be awarded to the best winner among all the groups.

In other words, if your team is the overall champion of this Contest, you will get RM1,500 as a group winner, and also the Best of The Best Bonus of RM8,500, totalling to RM10,000.

All contest members of the winning teams are required to attend the Prize Giving Ceremony **during the opening ceremony of MyGOSSCON 2010 in 2nd November 2010 morning** to receive the prizes.

g) *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.

h) *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 the physical and mental health of any contestant for unlimited period of time;
- 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:

- their physical and mental health and fitness to participate in this Contest;
- any facility, computer and equipment provided by the organiser to them for the purpose of this Contest.

i) 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.

j) 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.

k) Enquiry:

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

Important Dates & Times:

Day	**Time**	**Activity**
Mon, 12-Jul-10	9.00am	Announcement of Contest
Wed, 6-Sep-10	23.59pm	Last day of Contest Entry Form acceptance
Wed, 20-Sep-10	23.59pm	Announcement of short-listed contest teams
Wed, 6-Oct-10	8.00pm	Contest day
Fri, 8-Oct-10	5.30pm	Contest end
Tue, 2-Nov-10	8.30am – 10.30am	Prize giving ceremony during MyGOSSCON 2010