

2015 SOUTHERN LUZON CLUSTER FAIR AND EXHIBITS

Mobile Application Contest

The 2015 SLC Mobile Application Contest (SLC MAC) is a one-day developer event hosted by the Department of Science and Technology-MIMAROPA Region (DOST-MIMAROPA). The contest is one of the highlights of the 2015 DOST Southern Luzon Cluster Science and Technology Fair and Exhibits to be held at the Puerto Princesa City Coliseum, Puerto Princesa City, Palawan from August 10 to 12, 2015.

Mobile Application developers from participating regions in the Southern Luzon Cluster—Regions III, CALABARZON (IV-A), MIMAROPA (IV-B), V (Bicol Region), and NCR—are encouraged to join the contest to create a mobile application for DOST-MIMAROPA's e-marketing website **MIMAROPA Ventures** (<http://mimaropaventures.ph>) to enhance service delivery to both DOST assisted-MSME sellers, and its clients.

Who may join?

The 2015 SLC MAC is open to all Filipino developers, especially those based in the MIMAROPA Region. There are absolutely no registration fees for joining the contest.

You may visit MIMAROPA Ventures (<http://mimaropaventures.ph>) or the DOST-MIMAROPA website (<http://region4b.dost.gov.ph>) for background information about the e-marketing project, or you may contact Mr. Ranjit G. Montablan of the Palaweño ICT Association, or Mr. Gilbert Palmeras of the Provincial S&T Center-Palawan for any technical information on the contest.

Contest Mechanics

1. Organize a team composed of **up to** three (3) members. Individual developers are also welcome.
2. All registered teams will undergo a pre-screening process. The pre-screening panel members will be composed of ICT specialists from the government and private sector.
3. Only five (5) teams will be selected as the finalists that will compete on the competition day (August 11, 2015) at the Puerto Princesa City Coliseum, Puerto Princesa City, Palawan. One (1) representative/member per finalist is entitled to a round-trip ticket (Manila-Puerto Princesa City), and food and accommodation for two (2) days.
4. Mobile Applications must be developed and prepared prior to the competition. Contestants will use **MIMAROPA Ventures** API (<http://mimaropaventures.ph/api/?wsdl>). For further details, please refer to <http://www.magentocommerce.com/api/rest/introduction.html>.
5. Completion of the mobile app will be on the competition day (August 11, 2015).
6. Presentation and live demonstration of the mobile application will be done by each representative of the five finalist teams. Order of the presentation will be drawn by lots.
7. After the mobile application presentation and demonstration, a panel of judges from the government and private sector will identify the winners. Judges' decisions are final.
8. Awards and prizes will be given to the winning teams during the awarding ceremonies.

Pre-Screening Process

All registered teams shall submit the following documents pertaining to their application:

1. Abstract
2. Functions / Features
3. System Flowcharts
4. Screenshots

Deadline of submission is on June 10, 2015.

The top five (5) contestants will be selected based on the contents of the submitted documents.

Documents should be submitted in PDF format and e-mailed to mimaropa.dost4b@gmail.com with subject: "Pre-Screening SLC MAC".

The five (5) Finalists chosen for the competition day will be notified via e-mail, SMS, or phone call on or before June 19, 2015.

The five (5) Finalists must confirm their participation in the competition day until June 22, 2015 at 5:00 pm. Failure to confirm will result in the forfeiture of the slot.

Awards and Prizes

Awards and Prizes will be given to the winning teams during the awarding ceremonies on August 12, 2015 at the Puerto Princesa City Coliseum, Puerto Princesa City, Palawan.

1st Place: PhP 30,000.00
 2nd Place: PhP 20,000.00
 3rd Place: PhP 10,000.00
 Consolation Prize: PhP 5,000.00 each for the two (2) non-winning teams

Mobile Application Demonstration

All finalists shall bring their own computers or laptops and peripherals. Internet access will be provided at the venue.

All finalists will be given five (5) minutes to present their mobile application and another five (5) minutes to answer questions from the panel of judges.

Criteria for Judging

The mobile application software can be developed under iOS, Android OS, or Windows platforms.

Applicability	Usefulness for MIMAROPA Ventures' services and operation	25%
Design Functionality	Answer need/s of users (sellers and/or buyers) in MIMAROPA Ventures	25%
Design Aesthetics	The mobile application's visual appeal	25%
User-Friendliness	The mobile application's ease of use/responsiveness	25%
TOTAL		100%

Intellectual Property

The team warrants that the entry is their original idea and does not infringe on the intellectual property (IP) rights of any third part. Participants are responsible for securing appropriate protection for any IP contributed by the team members of their parent institutions. In the absence of such protection, participants should restrict themselves to non-enabling disclosures of their IP due to inventions that have been made available to the public in any form shall conform part of the prior art* that could affect the patentability of the invention.

Entries that have won major awards in any international, national, or school competitions and wireless service applications that are already in commercial production cannot join the competition.

Department of Science and Technology (DOST) shall not be liable to any participant for commercializing ideas that have been independently developed, but are similar in concept to submitted entires.

**Prior art constitutes all information that has been made available to the public in any form (i.e., written descriptions, oral descriptions, by use, and exhibit display) anywhere in the world prior to the filing date or priority date of a patent application*

2015 SLC Fair and Exhibits Mobile Application Contest
REGISTRATION FORM

Team Members

Contact Numbers

School/Company/Organization/Affiliation

--

Abstract (use separate sheet if necessary)

--

Functions/Features (use separate sheet if necessary)

--

System Flowchart/s (use separate sheet if necessary)

A large, empty rectangular box with a thin black border, occupying most of the page below the header. It is intended for drawing a system flowchart.

Waiver

Participants agree to abide by the terms in these Official Mechanics and by the decisions of the organizers and/or judges, which are final and binding on all matters pertaining to this contest. By joining the contest, the participants agree to waive any right to claim ambiguity or error in these Official Mechanics. Except where prohibited by law, the winners consent to the use of their name and/or likeness by DOST for advertising and publicity purposes without compensation.

Each participant agrees that DOST and its representatives, affiliates, and employees will have no liability whatsoever for any injury, loss, or damage of any kind resulting from his/her participation in the contest, or resulting from the acceptance, possession, or use of these prizes, nor in any way are responsible for any warranty, representation, or guaranty, express or implied, in fact or in law, relative to any prize, including, but not limited to the quality, condition, or fitness.

<i>Name of Participant</i>	<i>Signature</i>

Date _____