

Digilent Design Contest

Official Contest Rules

Imprezzio Software Section



General Conditions

These Official Contest Rules govern the 2010 Digilent Design Contest ("contest"). By registering for this contest, contestants agree that they will abide by these rules.

The official language of the contest is English. All written and spoken contest materials will be in English.

The "contest website" is www.imprezzio.ro/contest.
The "contest email" is softwarecontest@imprezzio.ro.

Contest Description

Digilent Design Contest is an international competition open to all students enrolled in a technical school, college, university, or other educational institution. As of 2008, Imprezzio teamed up with Digilent to open a software section for the contest. The software section provides a practical opportunity for students to test their skills in designing and implementing desktop, web or mobile applications of their choice. Creativity, feasibility and originality are highly encouraged throughout project development and presentation.

Contestants agree that the project design and all associated source code and data become the property of Imprezzio.

The best projects are awarded prizes and their authors might be offered internship opportunities.

Contest Rules

Projects must be based on technologies and developed with tools that are either free or provided by the university. For example, a project may run within the Flash virtual machine environment; however, a project created using commercial versions of Adobe Flash Professional will not be considered for entry. This rule ensures all contestants are on an even playing field.

Projects (desktop, web or mobile) should correspond to one of the project categories described in the section below.

Projects must be fully functional and all features need to behave solidly.

Projects must run on standard PC hardware under at least one major operating system (Windows, Mac OS or Linux).

Projects must be well-structured. The top level hierarchy is structural. The instantiated components are described in lower level hierarchical files. Common functions and classes are implemented in "class libraries".

Projects must be open source. It is critical to provide comprehensive comments so that users can easily understand the structure and logic of your project in order to make their own modifications. User manual and additional design documents (state diagrams, transition tables, etc.) are required.

Project Categories

Games/Entertainment: Games and entertainment software are always welcome in the software contest. They should be fully playable and must demonstrate graphics, sound effects, and real-time control at play time using the keyboard, mouse and/or joystick. 3D accelerated (D3D/OpenGL) video hardware is considered "standard PC hardware" and is allowed as part of the project.

Business/Productivity: If you prefer to develop your idea around productivity applications we would love to see them. Business apps must demonstrate the ability to create, retrieve and update information as well as perform some other useful and time-saving real-world functions. The use of popular, industry standard, relational database software is common, though not required, for this category of projects.

Web 2.0: You have a great idea for a website that offers something new and different? Your project may focus around any recent web trend or something entirely new. It must demonstrate superior skill in programming as well as an idea that would appeal to the masses. Though contestants are not generally graded on their graphic design capabilities, the site should have a pleasing design and be visually appealing.

Algorithmic/Advanced processing: Have you found a way to compress 90 minutes of video to fit on a floppy disk, or a new form of data encryption that is 10x faster than AES? Do you have some other form of advanced data processing you want to show off? Entries in this category must display incredible skill in programming as well as problem solving around advanced mathematics and/or data processing routines.

Your Choice: Do you have an interesting idea that doesn't fall into any of the above categories? Talk it over with us!

Important Dates

Important contest dates will be announced on the contest's website and are subject to change at any time, at our sole discretion. It therefore benefits contestants to have a flexible schedule. It is anticipated that the entries will be presented to judges on the 15th of May 2010 in Cluj-Napoca, Romania.

Eligibility Criteria

Individuals and two-person teams are invited to enroll in the contest. Each contestant (or team) can have an advisor employed by the educational institution where each contestant is enrolled.

Contestants also need to meet all of the following requirements at the time of the final contest presentations:

- Be 16 years of age or older.
- Be actively enrolled as a student at an accredited educational institution.
- Not be an employee of Imprezzio, or an immediate family member of an employee.
- Not be involved in any part of the administration of the contest
- Former winners of the contest cannot participate with variations of their winning projects.

Advisors of contestants need to meet the following requirements at the time of the final contest presentations:

- Be an academic employee of the educational institution where the individual or team is enrolled.
- Agree to cooperate with contest organizers and to confirm the authenticity of the project developed by the student(s).

Contest Structure

The contest is organized in consecutive stages:

1. Submission

For the submission stage, contestants need to fill in the registration form on the contest website. Once the registration completed, the contestants will receive a confirmation email containing the filled-in registration document.

The Registration Document is a form that requests information about the contestant(s) and advisor(s), and general information about the project.

The Specification Document is a 3-5 page document that should contain information about the project. It should illustrate the general architectural overview and implementation plans and approaches. The Specification Document should include a list of software needed to implement the project. A form will be available on the contest website.

2. Enrollment

Based on their registration documents, qualified applicants will be selected and enrolled in the contest. All submitters will be notified of the contest admission results via email.

3. Project Evaluation

Projects will be evaluated preliminarily through the specification document, followed by assessment during the development and the presentation process. The contestants are required to send project statuses at scheduled pre-evaluation milestones. The scheduled milestones will be outlined on the contest website. Variations from the original specification document are acceptable, but require the approval of Imprezzio.

4. Presentation

Final presentations and contest judging will be held in Cluj-Napoca, Romania, in May 2010. The final project submission should include the entire source code, project report, and all the presentation materials (in electronic format) as well as two paper copies of the project report. The project presentation should include a slide-show. Guidelines for the reports and presentations are available on the contest website.

5. Awards

Prizes will be awarded to the best projects. Project judging will be performed by Imprezzio software professionals, mainly based on originality, innovation, technical acumen, effort and presentation quality.

The award ceremony in Cluj-Napoca, Romania will be followed by a reception for the contestants, their advisors, and company representatives.

6. Transportation and Accommodations

Contestants should support the transportation and accommodation costs to participate at the final stage of the contest, held in Cluj-Napoca, Romania, in May 2010. Students are encouraged to apply for funds to cover these costs from their home universities.

Imprezzio will reserve a limited number of rooms in dorms at the Technical University of Cluj-Napoca for students. The rooms will be assigned on a FIFO basis. Contestants and advisors will be provided a lunch meal in the day of the contest and coffee during the project presentation breaks.

Imprezzio can aid in making travel and lodging arrangements.