

**ALICE-in-Action 2009**  
**A Competition organised by**  
**Temasek Informatics & IT School**  
**Temasek Polytechnic**

ALICE-in-Action is proud to be part of the National Infocomm Competition 2009.

**Rules and Regulations:**

1. ALICE-in-Action 2009 is open to all secondary school students. The theme for this year's challenge is the '**Youth Olympic Games (YOG)**'. Competitors are required to develop an interactive game or an animated story related to the YOG. The animation must be interesting, entertaining and engaging.
2. There will be two rounds in the competition - a Qualifying Round and the Final Round. Teams qualifying for the Finals will give a live demonstration and presentation of their Program. They will also take part in a short quiz about ALICE programming. The Final Round will be held on **Thursday, 20 August 2009.**
3. Short-listed finalists will be notified by Friday, 31 July 2009.
4. This is a team competition. All teams must represent their school. Each team must comprise three members.
5. Each school may send a maximum of five teams.
6. Each competing team must have a member of the school's teaching staff as its supervisor.
7. Each team is only permitted to send **one** submission.
8. The judging criteria are as follows:  
  
*Qualifying Round*
  - Effectiveness (40%)
  - Entertainment (20%) (Degree of engagement)
  - Creativity (20%)
  - Correctness of code (20%)  
*Final Round*
  - Effectiveness (15%)
  - Entertainment and Creativity (15%)
  - Oral Presentation (20%)
  - Popularity vote by audience (20%)
  - Quiz (30%)
9. The Program's playtime should not be more than **three** minutes.
10. The Final Presentation, which includes the demonstration and presentation, should not last more than **eight** minutes.

11. The ALICE program for each entry is to be stored on an individual CD-ROM (non-returnable) with the following information clearly labelled on it:
  - (a) the title of the animation,
  - (b) the team's name,
  - (c) the team members' names and
  - (d) the name of the school.
12. Schools that wish to take part in this competition are to complete the Entry Form and submit it by post/fax/email or in person to the following address by **Friday, 17 July 2009**:

Temasek Informatics & IT School (IIT General Office)  
Temasek Polytechnic  
21 Tampines Avenue 1  
Singapore 529757  
Fax: 67896872  
Email: alice3D@tp.edu.sg

13. Late entries will not be entertained. Acknowledgement of receipt will be sent via email.
14. Teams are to submit their CD-ROM by post or in person. It must reach the address above by **5pm, Friday, 24 July 2009**.
15. The Alice program submitted must be the students' own original work. Each competitor is to complete the **Declaration of Original Work** form.
16. Finalists can make improvements to their qualifying round programs and present the improved version during the finals.
17. The Organisers reserve the right to disqualify any school or competitor who does not comply with the Rules and Regulations.
18. The decision of the judges is final. Appeals will not be entertained.
19. If you have any queries, please contact the Organisers via:

Email: alice3D@tp.edu.sg  
Telephone: 67805158  
Fax: 67896872