Regulations for the 14th NTNU General Education Programming Project Competition

1. Objective: This competition is held to encourage NTNU students to apply programming skills, engage in interdisciplinary collaboration, and showcase achievements of general education programming courses.

2. Organizer: Computational Thinking and Programming Education Division

3. Eligibility: Each team shall consist of no more than 10 members, and all members must be students enrolled in the courses offered by the Division in the current semester.

4. Competition Categories: The competition is divided into three categories according to course types:

Foundation	A1 Computational Thinking and Programming A2 Information Technology and the Way of Life
Information Technology	B1 Learn to Code: Images, Animation, and Games B2 Advanced Applications of Spreadsheets and Programming B3 Data Science and Computer Programming B4 Big Data Programming B5 Learning Analytics Tools Implementation Applications B6 Structured Query Language (SQL) and Database Design
Interdisciplinary Applications	C1 Textual Data Analysis C2 Learning Programming for Music C3 Fundamental Programming for Digital Music and Sound Synthesis C4 Advanced Spreadsheet Tools for Business Analysis C5 Biomedical and Health Data Analytics C6 Data Science in Education Research C7 Fine Arts and Programming C8 Practical Applications of Generative AI C9 Data Visualization and Communication C10 Digital Storytelling and Learning Technologies C11 Computer Programming and Data Analysis in Sports

5. Competition Procedure

   (1) Preliminary Round

   - Participants may be nominated by course instructors or register independently as self-formed teams.

   - Each class instructor may nominate up to two teams to advance to the final round.

   (2) Final Round

   Teams that pass the preliminary qualification screening will be evaluated by the evaluation committee convened by the Division.

6. Registration Procedure

   (1) Fill out the registration form: https://reurl.cc/6jO9kM。

   (2) Register and log into the DemoX platform (https://demox.tw), upload your project under "作品" → "新增作品". Uploaded contents must include:

   - Project link

   - Demo slides

   - A 2–3 minute demo video

   After uploading the contents, select "公開作品" to make it public. Then, select "加入策展" and enter the code IQBZC6DU to officially join the competition. For detailed steps, refer to Instruction Manual.

   (3) All registration steps must be completed by June 13, 2025 (Friday).

7. Awards

   (1) Outstanding Project Award

   - Up to three teams per category may receive the Outstanding Award. The award may be left vacant if no teams meet the evaluation criteria.

   - Each member of the winning team will receive a certificate, and each team will be awarded a NT$3,000 gift card.

   (2) Merit Award

   - A number of teams will be selected for the merit awards, including the teams nominated by the course instructors for the final round and self-organized teams selected by the evaluation committee. Each member of the winning team member will receive a certificate of recognition.

(3) Popularity Award

- The 10 teams with the most "likes" on their project posts on the DemoX platform by **12:00 PM, June 20, 2025 (Friday)** will receive this award, provided each receives at least 20 likes.

- Each member of the winning team will receive a certificate, and each team will be awarded a NT$1,500 gift card.

8. Notes

(1) Submissions that fail to meet any of the following requirements will not be eligible for evaluation.

- The project must be included in the showcase of this competition.

- The submission must include a project link, demo slides, and a 2–3 minute video that demonstrates the system in actual use.

- The project content must be publicly accessible.

(2) Certificates and gift cards will be distributed at the NTNU General Education Center.

(3) All works must be original, unpublished, and not involved in any other competitions or publications. Plagiarism or copyright infringement will result in disqualification, prize withdrawal, and legal responsibility.

(4) Participants retain copyright (moral and economic rights) of their work. However, winners authorize the organizer to use the works for non-profit educational promotion, public broadcasting, publicity, and reproduction without additional compensation.

(5) For copyright respect, if third-party materials (music, images, text, etc.) exceed the scope of fair use, participants must provide written authorization from copyright holders. All legal responsibilities arising from intellectual property disputes shall be borne by the participants.

(6) The organizer reserves the right to revise or amend the competition guidelines if necessary.