

Regulations for the 16th NTNU General Education Programming Project Competition

Approved by the 2nd Curriculum Committee Meeting of the Computational Thinking and Programming Education Division in the 114 Academic Year (2026 0310)

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 Data Science and Computer Programming B2 Advanced Applications of Spreadsheets and Programming B3 Learn to Code: Images, Animation, and Games B4 Learning Analytics Tools Implementation Applications B5 Structured Query Language (SQL) and Database Design
Interdisciplinary Applications	C1 Textual Data Analysis C2 Learning Programming for Music C3 Computer Programming and Data Analysis in Sports C4 Fundamental Programming for Digital Music and Sound Synthesis C5 Advanced Spreadsheet Tools for Business Analysis C6 Biomedical and Health Data Analytics C7 Data Science in Education Research C8 Fine Arts and Programming C9 Digital storytelling and learning technologies C10 Practical Applications of Generative AI C11 Data Visualization and Communication

5. Competition Procedure

(1) Preliminary Round

- Participants may be nominated by course instructors or register independently as student-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://forms.gle/odxW1rSGkGw6gNVd6> .

(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 ZSLXQ0AV to officially join the competition. For detailed steps, refer to [Instruction Manual](#).

(3) All registration steps must be completed by **June 22, 2026 (Monday)**.

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 **June 26, 2026 (Friday), 12:00 PM** 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) Entries must be original works created by the participants. The submitted work must not have been entered in any public competition, nor published or released in any form, whether physical or digital. It must not involve reproduction, copying, substitution, plagiarism, or forgery. If the work is modified based on other open-source projects, participants must clearly declare the sources used and specify the scope of modification. If generative AI tools or services are used in the creation process, participants must disclose the manner and extent of such use. If any violation is verified, the participant’s eligibility for the competition and any awards will be revoked, and all prize money and certificates received must be returned. The award will not be reassigned, and the participant shall bear full legal responsibility for any related issues.

(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.