

## I. Description and general information

1. **Organizers:** The contest is organized by the "Asociatia Suport Regiunea Centru", the LearnEX team, contest coordinator: Patricia Preda.

### 2. Contest Categories

- **Block Masters:** divided in 2 categories judged separately, **block masters** is for the youngsters in primary (max. age 10 years old) or secondary school (max. age 13 years old) that have just learned block programming and want to show off their skills set. The topic for this category will be given on 4<sup>th</sup> of April, given the participants *1 week* to finish their projects. The challenge for this category is *individual*.  
Example platforms: AppInventor, Scratch, Microbit, CodeMonkey, Tynker
- **Robotics KIDS:** divided in 2 categories judged separately, **robotics KIDS** is for the youngsters in primary (max. age 10 years old) or secondary school (max. age 14 years old) that have started playing with robotics and are up for a fun challenge. The topic for this category will be given on 4<sup>th</sup> of April, given the participants *1 week* to finish their projects. The challenge for this category is *individual*.  
Example platforms: LEGO WeDo, LEGO Mindstorm, Micro::BIT, other DIY projects
- **Software Development:** divided in 2 categories judged separately, **Software DEV** is for the teens in upper secondary school (max. age 18 years old) or university level (max. 24 years old) that have a passion for coding, this includes, and it is not limited to: web dev, mobile and desktop or game dev. The topic for this category will be given on 8<sup>th</sup> of April, given the participants *3 days* to finish their projects. The challenge for this category is for team of *max 3 people*.
- **Embedded Systems:** divided in 2 categories judged separately, **Embedded Systems** is for the teens in upper secondary school (max. age is 18 years old) or university level (max. 24 years old) that want to develop their next smart home system or intelligent robot. The topic for this category will be given on 8<sup>th</sup> of April, given the participants *3 days* to finish their projects. The challenge for this category is for team of *max 3 people*. The solutions can be developed on a various range of SBCs such as Arduino and Raspberry PI for example.

### 3. Registration and Uploading Projects

- Registrations are made by filling in the following form: [Registration Link](#) and start on 8<sup>th</sup> of February.
- The projects (code) will be uploaded by all categories by the deadline (10<sup>th</sup> of April).

Along with the code, a video will be uploaded to answer the following questions:

- What is the connection with the topic?
- To what extent can it be implemented in reality?
- What was the source of inspiration?
- To what extent can it improve the quality of life?
- What was the part you were most proud of about this project?

For categories **Blocks Masters** and **Robotics KIDS**, the video will be uploaded at the same time as the source code. (10<sup>th</sup> of April). For category **Software DEV** and **Embedded Systems**, the video will be uploaded on 11<sup>th</sup> of April, giving participants an extra day to make it.

The topic for the application / game will be published on the social networks and the web page of the event according to the calendar.

#### 4. Contest Calendar

8<sup>th</sup> of February 2022 - Registration opens

4<sup>th</sup> of April 2022 - Topic launch for categories **Blocks Masters** and **Robotics KIDS**

4<sup>th</sup> of April 2022 – 8<sup>th</sup> of April, 2022 – IT Conferences

8<sup>th</sup> of April 2022 – Topic launch for categories **Software Dev** and **Embedded Systems** (Hackathon)

10<sup>th</sup> of April until 23:59 2022 EET - Project upload deadline.

## II. Eligibility Criteria

**Blocks Masters** eligibility: Participants must be in primary (max. age 10 years old) or secondary school (max. age 13 years old)

**Robotics KIDS** eligibility: Participants must be in primary (max. age 10 years old) or secondary school (max. age 13 years old)

**Software DEV** eligibility: All team members must be part of the same education cycle, either in upper secondary school (max. age 18 years old) or university level (max. 24 years old)

**Embedded Systems** eligibility: All team members must be part of the same education cycle, either in upper secondary school (max. age 18 years old) or university level (max. 24 years old)

The organizers are not responsible for any copyright infringement.

The project must be completed within the terms mentioned in the competition.  
( Categories I and II: April 5 - April 18, Category III: April 16 - April 18)

Registered projects that promote illegal, violent, or discriminatory activities will be disqualified.

### **III. Rights and Obligations**

#### **1. Rights:**

- To present their projects in other competitions / seminars
- Use the term participant / winner for advertising purposes

#### **2. Obligations:**

- To comply with the terms and conditions mentioned in this document
- To provide their real data in the registration document
- Do not use offensive terms, violent or illegal actions in the application or game developed
- All contestants aged under 18 at the date of the competition **MUST** submit the parental form when registering. (The form **MUST** be printed, hand signed and submitted. The form can be found at the bottom of this page.

### **IV. Judging Criteria**

- Originality
- Applicability
- Implementation
- Presentation

The jury consists of professionals, students and LearnEX mentors.