



Contest Guidelines

Contest Rules

Please make sure to carefully read the contest participation rules and terms.

1. The contest is open to all students from any recognised institution or university in India pursuing degree in any of the following courses:
BE, BTech, BSc, BCA, MCA, ME, MTech, MBA, PGP, MSc, MS, PhD
2. The contest will be conducted under the supervision of a specific department within the university and with the involvement of the IT department, wherever required.
3. The number of participants per university is unlimited.
4. Each participating team should have a faculty supervisor.
5. Each participating team should not have more than four members.
6. In case a team wins, the prize amount shall be equally distributed among all members of the team.
7. Duplicate prizes will not be awarded. Judges' decisions will be final in all matters relating to the contest.
8. CSC reserves the right, at all times, to exclude any participant who has been found cheating or who has otherwise acted in breach of these rules.
9. CSC reserves the right to revise these rules at all times. Changes to the rules will be communicated through the website.
10. Any code that is submitted must be originally written by the individuals or teams. Those who violate this rule will be immediately disqualified.

Project Deliverables

Following deliverables are expected from each participating team for the final submission:

- Application Summary (2 pages including text and screenshots)
- Powerpoint presentation capturing functional aspects
- Technical documentation capturing design specifications and installation/deployment instructions

- Optional/Good to have: User Manual, Administration Guide

Project Guidelines

Participating teams should follow following guidelines while selecting their project:

1. Project should address a business/non-business problem/scenario
2. Project should leverage open source platform and frameworks
3. If building a software application, it should be deployable on a standard .NET or J2EE based application environment
4. Technical documentation for the application entry should include all software pre-requisites as well as deployment instructions (with screenshots)
5. Application scope should not be too large to be completed within available development time and should not be too small to have any significant business/social value
6. Following are a few categories under which teams can explore innovative ideas and conceive projects:
 - Business applications for SME sector. Example, accounting applications, procurement management, inventory management, invoicing, CRM
 - e-Business & e-Commerce applications. Example, product catalogs, payment processing, package tracking, customer service etc
 - Embedded applications for Wireless devices and Net appliances. Example, smart cards, cell phones, handheld PDAs, general appliances etc
 - Communication and Audio/Video applications. Example, VoIP, IP telephony, face/feature recognition, text-to-speech, video sharing
 - Personal productivity applications. Example, PIMs, Editors, office applications, collaboration tools, RSS readers
 - Web 2.0 based social networking applications
 - Devices and Gadgets
 - Other applications not part of above categories

Evaluation Criteria

Project applications received during registration phase would be evaluated based on the following parameters:

- Innovation (originality & uniqueness)
- Relevance to the business problem addressed

Final project submission entries would be evaluated on following parameters:

- Application Design
- Functional Features and Usability
- Implementation Quality

- Documentation and Packaging
- Re-use of open-source frameworks and components