



## **THE COMPETITION RULES-Secondary Mobile App Category**

1. All teams entering the Secondary Mobile Application category of the competition must present projects in the form of Mobile Applications based on the following topic:

### **A. Disaster Preparedness Application**

**Develop a mobile application designed to assist residents in both preparing for and recovering from hurricanes and/or other natural disasters.**

2. A team should consist of two (2) participants.
3. There is no limit to the number of teams that can enter the competition from a school for the Secondary Mobile App Category.
4. Students participating in the Secondary Mobile App Category can enter in both secondary and open categories.
5. Students participating in the secondary Mobile App category are not allowed to have team members from any other school as each team from the secondary school is treated as a single entity.
6. Students participating in the Secondary Mobile App Category of the competition are required to have an official mentor who the team sees fit to serve as their guidance. Mentors can be either a teacher or a lecturer respective of the educational institution but are not limited to these options. Mentors should be of a professional nature.
7. The NTRC will cover all expenses (Travel, Accommodation if applicable, meals and taxi) and accommodations for students from the Grenadine Islands who make it to the finals.
8. Participants are required to conduct research in the topic area (outlined in point 1) to which their Mobile Applications apply to properly present their findings. Participants must display a keen understanding of the topic area which they are creating the App in relation to.
9. The **preliminaries** of the competition will be on October 3, 2025, and the participants who are registered will be required to submit a video presentation no more than seven (7) minutes long explaining their mobile

application which will be judged remotely. As such, participants are not required to attend judging for this stage of the competition, however the judging process will be live streamed on our social media channels where the finalists will be announced. Each team that proceeds to the **finals** of the competition in the open category will be required to display a prototype of their mobile application to the judges within their presentation.

- 10.** All visual aids used in presenting the Mobile application must be submitted by 9:00AM on October 2, 2025, for preliminaries and by 9:00AM on October 21, 2025, for finals to the NTRC via email: [ntrc@ntrc.vc](mailto:ntrc@ntrc.vc). Teams who fail to do this will not be allowed to participate in the Competition.

### **Guidelines for presentations for the Finals Phase of the competition:**

- 11.** The following are the guidelines for making your presentations for the **Mobile applications for the Secondary Mobile Application Category** for the **finals phase** of the competition:

- a) Each team has **7 minutes** to present*
- b) A buzzer signals the beginning of the presentation*
- c) When the **7 minutes** are up, two buzzes will be sound*
- d) Teams are to stop their presentation after **7 minutes** have elapsed.*
- e) After the initial presentation there will be a **5-minute** round of questioning from the panel of judges.*
- f) A buzz would signal the beginning of this round of questioning and after 5 minutes have passed another buzz would let the judges know that they should not ask any more questions. However, if a team is answering a question they will be allowed to finish.*

- 12.** For the Participants presenting at the Finals stage of the competition, the Mobile Applications should be submitted for use on the following platforms: iOS & Android. Mobile Apps that work on tablets are also eligible for the competition.

- 13.** The judges' decision is final

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*Judging Criteria for the Icode784 Competition 2025*

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**14.** The following is the judging criteria that will be used at the Preliminary and Final events for this category:

The Judges will assign grades to all the solutions presented within the deadline established, according to the table of criteria below with their respective weight and grade.

**Criteria for the Preliminary does not include the Facebook voting:**

<b>Preliminary Criteria</b>	<b>Specification</b>	<b>Weight</b>	<b>Very low</b>	<b>Low</b>	<b>Fair</b>	<b>High</b>	<b>Very High</b>
<b>Creativity</b>	<p>Judges should examine whether the app idea is new, or merely iterating on a previous app. Is the work fundamentally different from existing apps, products, or executions?</p> <ul style="list-style-type: none"> <li>• How unique or innovative is your mobile application?</li> <li>• What sets it apart from similar or existing apps?</li> </ul>	35	1	2	3	4	5
<b>User Experience</b>	<p>The app should be designed to be engaging and something pleasing to interact with. It should also be clear how to achieve tasks that the app is designed for.</p> <ul style="list-style-type: none"> <li>• Its purpose and how it works.</li> <li>• Key features and functionalities.</li> <li>• Who are the primary users of your mobile application?</li> <li>• How will it benefit them?</li> </ul>	30	1	2	3	4	5
<b>Solution Development and Technology</b>	<p>Participants are expected to display how well their app implements the best solutions to address the problem that they have identified. Also, looks at how ambitious the team has been in terms</p>	35	1	2	3	4	5

	<p>of the degree of technical ability that was required to implement the solution.</p> <ul style="list-style-type: none"> <li>• Define the approach to addressing the problem</li> <li>• What are the core features and capabilities the app should have?</li> <li>• Does the app consider security elements such as data protection, encryption and authentication?</li> <li>• Are the frontend and backend technologies used sufficient for the solution being developed?</li> <li>• Is the solution scalable to handle increased users and load?</li> </ul>					
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**FINAL SCORE = (Creativity score ÷ 5 x 35) + (Experience score ÷ 5 x 30) + (Development/ Technology score ÷ 5 x 35)**

**Criteria for the Finals includes the Facebook voting:**

Finals Criteria	Weight	Very low	Low	Fair	High	Very High
<b>Creativity</b>	30	1	2	3	4	5
<b>User Experience</b>	30	1	2	3	4	5
<b>Solution Development and Technology</b>	35	1	2	3	4	5

Facebook Voting	5					
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The sum of all grades obtained by each proposal, multiplied by its weight - in accordance with the formula below - will be considered the final score.

$$\text{FINAL SCORE} = (\text{Creativity score} \div 5 \times 30) + (\text{Experience score} \div 5 \times 30) + (\text{Development/Technology score} \div 5 \times 35) + (\text{Facebook voting: Votes received} \div \text{Total votes cast} \times 5)$$

The solutions will be sorted in descending order of their FINAL SCORE, and the highest FINAL SCORE will be declared **winner**.

**NOTE:** To ensure fairness, we remove extreme scores that significantly differ from the rest. If a judge's score is 15 or more points higher than the second highest score or 15 points or more points lower than the second lowest score, it will be considered an outlier and excluded from the final calculation. This applies to both the preliminary and final judging rounds.

**Example:**

If four judges give scores between 70 and 80, but one judge gives a 95 or 55, this judge's score will be the outlier score and will be removed before calculating the final average. This prevents any unusually high or low score from unfairly influencing the results.