"Active Students, Active People" Campaign
MVPA60 Mobile Application Design Competition
Competition Details

1. **Objectives**
   - To assist students in establishing a habit of regular participation in physical activities in accordance with the World Health Organisation's recommendation for children and adolescents aged 5-17 to accumulate at least an average of 60 minutes daily of moderate-to-vigorous-intensity physical activity across the week (MVPA60);
   - To promote innovative technology education, enhance students' creativity and programming skills, and encourage students' active participation in physical activities;
   - To enhance students' information literacy, and cultivate positive values and attitudes such as perseverance and willingness to accept challenges.

2. **Eligibility and Competition Categories**
   All primary and secondary school students are eligible for the competition.
   Two categories namely primary school and secondary school are divided.

3. **Theme of the Competition**
   Relevant contents related to physical fitness, physical activity levels, or promoting participation in physical activities with the aim of enhancing students' motivation in active participation in physical activities.

4. **Round of Competition**
   Preliminary round (March to May 2024)
   Final round (25 May 2024)

5. **Quota**

   Not more than 30 teams in each category. Registration will be accepted on a first-come, first-served basis.

6. **Mode of Entry / Requirement**
   - Students are required to participate in teams and register through their respective schools.
   - Only one team in each school can participate in the competition. Each team should consist of a minimum of two members and a maximum of six members. Each team can only submit one entry.
   - Primary school category: Submit a <u>design proposal</u> of the mobile application.
   - Secondary school category: Submit the <u>works of the mobile application.</u>

7. **Student Training Workshop (3 hours)**

Participating teams are eligible to attend a student training workshop free of charge organised by the Programme in Sports and eSports Management of Lee Shau Kee School of Business and Administration, the Hong Kong Metropolitan University. The workshop will cover the content including basic programming, design thinking, and knowledge related to promoting participation in physical activities. The training will be held in March 2024. Details information and registration procedures will be provided to the participating teams through email.

8. **Awards**

Each category will have one champion, one first runner-up, one second runner-up, and seven merit awards. A participation certificate will be presented to those participating teams that successfully submit their entries for the competition.

9. **Submission of Entries**
- **Preliminary round (Submission deadline: 10 May 2024)**
  - Primary school category: Participating teams are required to submit a <u>design proposal of the mobile application</u> in form of a video (not exceeding five minutes, with a file size not exceeding 1 GB in mp4 format) or a presentation (not exceeding 15 slides). The contents should include the design objective/idea, how to make use of computational thinking and computer programming skills for the design, etc.
  - Secondary school category: Participating teams are required to submit the <u>works of the mobile application</u> in the form of a video (not exceeding five minutes, with a file size not exceeding 1 GB in mp4 format). The content should include the design concept, consideration of programming design, and demonstration of the related works, etc.

- **Final Round (Date: 25 May 2024)**
  - Primary school category: The finalists will have the opportunity to present their design proposal of the mobile application in detail to the adjudication panel on the day of the finals. They will be open to answer questions from the adjudication panel. Each team will have five minutes presentation time.
  - Secondary school category: The finalists will have the opportunity to introduce and demonstrate their mobile application to the adjudication panel on the day of the finals. They will be open to answer questions from the adjudication panel. Each team will be given 10 minutes presentation time.
  - The finalists must attend the on-site presentation session. Otherwise, they will be considered as withdrawal from the competition.
  - The adjudication panel will select one champion, one first runner-up and one

second runner-up from each category on the day of the finals.

10. Adjudication
- The competition will have an adjudication panel, whose members include representatives from the EDB, experienced professionals in the sector and university, etc.
- The adjudication panel will select 10 teams in each category from the preliminary round to the final round based on the judging criteria including creativity, application of programming languages, practicality of the design, presentation skills, and team collaboration, etc.
- The finalists may optimise their design proposals/mobile applications before the final round.
- The adjudication panel reserves the right of final decision on the results of the competition.

11. Requirements for the Mobile Application Design
- There is no limitation for the programming language. For primary school category, students can consider using "Scratch", "App Inventor", "CoSpaces" or other programming languages as a blueprint when designing mobile application design proposal. For secondary school category, students can consider using "App Inventor", "Android Studio", "Unity" or other programming languages.
- Participating schools (secondary school category) is required to develop a mobile application that can run directly or indirectly on the Android platform (Android 12 or above);
  - If the programmes developed are written in "Scratch for Android" or "CoSpaces for Android", it can be run within the compiled programme on Android, without the need to export them as APK.
  - Participants should design an elegant and user-friendly interface. Students need to consider using appropriate layouts, colors, icons, and fonts to provide excellent user's experience in terms of UX (User Experience) and UI (User Interface) design.
  - Images and assets generated by AI graphics/sound software can also be incorporated into the programme.
  - The layout of the work should be adjusted to different screen sizes and resolutions without affecting the functionality of the programme.
  - Participants can make use of the official or third-party plugins (extensions or plugins) to complete the work.
  - The work can leverage other features available on Android smartphones/tablets, such as sensors, cameras, network function, etc.
  - If the work involves functions other than mobile applications, such as

servers, local networks, or other devices, etc., the source files and application of such parts should be explained individually.

- ■ Participants must ensure that all materials (images, videos, sound effects, etc.) are original or purchased from reputable sources, and they need to provide the source files or purchase records. Any works that infringe copyright will be disqualified.
- ■ If the work involves sports theories, the sources should be clearly cited.

- ● The finalists must provide the project source code and executable programme files of their applications. These must be uploaded to the cloud platform provided by the organiser before the date of final round. The upload method will be notified to the responsible teachers of finalists via email.

12. Awards Ceremony
The award ceremony will be held on 28 June 2024 (tentative). Details will be notified to the responsible teachers of the relevant teams via email in due course.

13. Use of Winning Entries
- ● Winning entries may be displayed (including but not limited to physical display or uploading to the websites or social media platforms) for the public's viewing for promotion and encouragement.
- ● The organiser has the right to use the mobile applications, while the design concepts and prototypes of the mobile applications are fully owned by the participating schools. The organiser has priority in discussing cooperation with the schools and making appropriate modifications to the mobile applications.

14. Points to Note for Schools
- ● Participants and responsible teachers must carefully read all the competition information, terms, and regulations. By submitting the registration, it is deemed that they have agreed to and accepted all the terms and regulations of the competition. If the participant violates any competition rules, the organiser reserves the right to disqualify him/her from participating in the competition.
- ● The organiser reserves the right to change, suspend or terminate the activity at any time. If there are any changes, announcements will be sent to the responsible teachers via email.
- ● The organiser reserves the right to change the competition awards without prior notice.
- ● Once an entry is submitted, it cannot be modified, re-uploaded or returned.
- ● Participating schools should keep the master copy of entries until the end of this school year.
- ● The entry submission date and time will be based on the date and time indicated

in the organiser's server system.

- The personal data submitted by participating teams will only be used for purposes related to the competition. The videos submitted in the preliminary round will be deleted three months after the award ceremony.
- Participating schools should ensure that information and content included in their entries are in line with the curriculum aims and objectives set out by the EDB. No element of obscenity, abuse, violence, defamation, endangerment to national security, etc., is allowed. And it does not violate the laws of the HKSAR. Otherwise, the participants will be disqualified.
- All entries must be the participants' original works. They must not infringe copyrights or interests of any other party; otherwise the participants will be held responsible for any disputes arising therefrom and may be disqualified from the competition. If necessary, the organiser may request the participants to produce written proof of legal authorisation. The source of reference has to be acknowledged if the information is cited.
- The organiser reserves the right to reject any entries or disqualify participants without giving particular reasons.
- The organiser reserves the right to use the participants' works (including school names) in whole or in part for non-profit-making purposes, and to edit, translate, adapt, use, copy, distribute and upload the entries to the Internet without prior consent of the entrants.
- Participating teams agree that the organiser may take photographs and videos during the competition-related activities. They also agree to grant the copyrights of the photographs or recorded videos to the organiser for the promotion of the competition, production of publications, submission of project reports, and external publicity, including all publications, websites, and media introductions related to the competition.

15. Registration
- Interested schools should complete the Application Form (Appendix 8b) and return it to PE Section of the CDI by fax (Fax no.: 2761 4291) or email (cdope5@edb.gov.hk) on or before 29 February 2024 (Thursday).
- The organiser will confirm the school's eligibility for participation within five working days after receiving the registration via email.

16. Important dates

Date	Events
By 29 February 2024 (Thursday)	**Registration** Interested schools should complete the Application Form (Appendix 8b) and return it to PE Section of the CDI by fax (Fax no.: 2761 4291) or email (cdope5@edb.gov.hk).
11 March (Monday) to 22 March 2024 (Friday)	**Student Training Workshop (3 hours)** Participating teams are eligible to attend a student training workshop free of charge organised by the Programme in Sports and eSports Management of Lee Shau Kee School of Business and Administration, Hong Kong Metropolitan University. The workshop will cover the content including basic programming, design thinking, and knowledge related to promoting participation in physical activities. Details of the workshop, including dates, locations, and registration methods, will be provided to the participating teams via email after registration.
By 10 May 2024 (Friday)	**Preliminary Round: Submission of Mobile Application Introduction Video** ■ Primary school category: Participating teams are required to submit a design proposal of the mobile application in form of a video or presentation slides, content should include design objective / concept, how to make use of computational thinking and computer programming skills, etc. ■ Secondary school category: Participating teams are required to submit the mobile application works in form of a video to introduce their design concept, considerations of programming design and demonstration of the related works, etc. ■ The method of uploading the video and details requirement will be notified to the responsible teacher after the registration.
By 17 May 2024 (Friday)	**Announcement of Finalists** The organiser will announce the list of finalists on the EDB's website. The responsible teachers of the finalists will also be notified via email.
25 May 2024 (Saturday)	**Final Round** The finalists will have an on-site presentation of their mobile applications or design proposals to the adjudication panel on the day of the final round.
28 June 2024 (tentative)	**Awards Ceremony** The organiser will notify the responsible teachers of the winning teams via email about the arrangements of the awards ceremony.