香港工程師學會流動裝置遊戲程式設計比賽 2015
The HKIE Mobile Game Apps Competition 2015

比賽須知　Notes for Participants

簡介　Introduction

是次比賽旨在推廣工程行業及香港工程師學會（學會），並讓大眾透過流動裝置遊戲程式，以有趣、互動、新穎的形式掌握更多工程知識和促進工程資訊交流。

This Competition aims to promote the engineering industry and the Hong Kong Institution of Engineers (HKIE), as well as to facilitate the sharing of engineering knowledge and information exchange among the public in an interesting, interactive and novel way through mobile game applications (apps).

目的及主題　Aims and Theme

藉著比賽給予對設計流動裝置程式及工程行業有興趣的人士一個發揮創意以融合科技技術和工程專業知識的機會。比賽主題為「工程與你」，參賽者須以工程相關的概念、原理、技術或應用為藍本，設計一款流動裝置遊戲程式。

Through this Competition, participants who are interested in apps writing as well as engineering industry can put into practise their innovative ideas in integrating technology and engineering knowledge.　The theme of the Competition is **"Engineering and You"**. Participants are required to create a mobile game app based on any concept, principle, technique or application related to the field of engineering.

參賽組別及形式　Categories and Format

比賽設三個組別，分別為「公開組」、「大專組」（隊員須為全日制學生）及「中學組」（隊員須來自同一學校），所有組別均須提交在 iOS 或 Android 平台上開發的一款遊戲程式。「公開組」的參賽者須提交可安裝於流動裝置上使用的遊戲程式; 而「大專組」及「中學組」的參賽者則可選擇提交可安裝於流動裝置上使用或於虛擬器（app simulator）上運行的作品。每組別均可以個人名義或隊伍（不多於四人及每人只可報名一次）參賽，來自不同組別的人士組隊參賽則一律被定為「公開組」。

There are three categories for the Competition, namely **"Open"**, **"Tertiary Institutions"** (members are full-time students) and **"Secondary Schools"** (members from the same school).　Participants from each category are required to submit a mobile game app developed for iOS or Android platform.　For the "Open" category, the final product must be a fully functional app which can be installed on a mobile device. On the other hand, for the "Tertiary Institutions" and "Secondary Schools" categories, participants can choose to submit either a fully functional app which can be installed on a mobile device or one which runs on an app simulator.　Individual or team up to 4 members is allowed to register once and under one category only.　Team with members from different categories will be regarded as joining the "Open" category.

THE HONG KONG
INSTITUTION OF ENGINEERS
香港工程師學會

香港銅鑼灣記利佐治街1號金百利9字樓
9/F Island Beverley, No 1 Great George St, Causeway Bay, Hong Kong
電話Tel +852 2895 4446   傳真Fax +852 2577 7791
hkie-sec@hkie.org.hk   www.hkie.org.hk

參賽資格　Eligibility

參賽者必須提交原創作品，於其他比賽中獲獎的流動裝置遊戲程式則不被接納。每位參賽者只可報名一次及每份參賽作品只可以提交一次。

Participants are required to submit an original app, which has not been awarded in other competitions.　Each participant can only submit one registration, and each entry app can only be submitted once for the Competition.

評審準則　Judging Criteria

◆　創意　Creativity
◆　實用性及成本效益　Practicality
◆　與主題相關　Relevance
◆　易用性　Ease of Use

獎項　Prizes

各組別均設有以下獎項：

Prizes for each category are set out as follows:

冠軍	：獎盃一座及現金獎港幣一萬五千元
Champion	：A trophy and cash prize of HK$15,000
亞軍	：獎狀一張及現金獎港幣一萬元
1st Runner-up	：A commemorative certificate and cash prize of HK$10,000
季軍	：獎狀一張及現金獎港幣五千元
2nd Runner-up	：A commemorative certificate and cash prize of HK$5,000
優異獎（兩名）	：獎狀一張及現金獎港幣一千五百元
Merit (2 awards)	：A commemorative certificate and cash prize of HK$1,500

比賽流程　Procedure and Schedule

1.　簡介會　Briefing Session

比賽簡介會將於 2014 年 11 月 29 日上午 10 時於香港理工大學舉辦以提供更多比賽詳情。當日會介紹是次比賽的背景、規則和流程，以及解答參加者的提問。有興趣人士請填妥簡介會報名表格（表格一）並於 **2014 年 11 月 21 日前** 電郵至 AppsComp2014@hkie.org.hk 或傳真至 2203 4133 報名。

The Briefing Session of the Competition will be held on Saturday, 29 November 2014 at 10am at the Hong Kong Polytechnic University to provide more information and answer enquiries in regard to the Competition.　For registration of the Briefing Session, please complete and return the enclosed registration form (Form 1) to the HKIE Secretariat by email at AppsComp2014@hkie.org.hk or fax at 2203 4133 **on or before 21 November 2014**.

2.　報名及提交計劃書　Registration and Proposal Submission

參賽者／隊伍須於 **2014 年 12 月 19 日正午 12 時前** 填妥指定報名表格（「公開組」及「大專組」請參閱表格二；「中學組」請參閱表格三）及計劃書並電郵至 AppsComp2014@hkie.org.hk 報名。合資格的參賽者／隊伍將於 **2014 年 12 月 23 日或之前** 收到電郵通知。

Individual applicants/teams are required to submit the designated registration form (Form 2 for "Open" and "Tertiary Institutions" categories; Form 3 for "Secondary Schools" category) and the app proposal **on or before 12 noon, 19 December 2014** by email to

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香 港 工 程 師 學 會

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AppsComp2014@hkie.org.hk for registration. Individual applicants/teams will receive notification on the approval of their registration and proposal **on or before 23 December 2014**.

3. 提交作品　Submission of Entry
合資格的參賽者／隊伍須於 **2015 年 2 月 9 日下午 5 時前**提交約 3-5 分鐘的流動裝置遊戲程式示範短片作初步評審。參賽者／隊伍可將示範短片上載於雲端儲存服務器並提交所屬網址以供學會下載，或將短片光碟郵寄至以下地址：

香港銅鑼灣記利佐治街 1 號
金百利 9 字樓
香港工程師學會
傳訊統籌部收
(封面請註明《香港工程師學會流動裝置遊戲程式設計比賽 2015》)

Eligible entries are required to submit a mobile game app demonstration video clip of round 3-5 minutes for assessors' review **on or before 5pm, 9 February 2015**.　Entrants can upload the video clip to the file hosting server and provide a web link for downloading, or to send the video CD-ROM to the HKIE by post to the following address:

Corporate Communications Section
The Hong Kong Institution of Engineers
9/F Island Beverley
No 1 Great George Street
Causeway Bay
Hong Kong
(Please indicate "The HKIE Mobile Game Apps Competition 2015" on the envelope.)

4. 入圍作品簡報　Final Presentation
入圍作品簡報會於 **2015 年 2 月 28 日**於學會舉行。參賽者／隊伍須於當日向評審提交流動裝置遊戲程式檔案，以及使用手冊、設計文件、程式原始檔案(包括原始碼、表頭檔、程式庫檔案、圖檔、數據檔案及其他在編譯和執行程式檔案時所需的相關檔案)。參賽者／隊伍並須講解遊戲程式的技術細節，包括但不限於其功能和結構。
The Final Presentation will be held on **28 February 2015** at the HKIE Headquarters. Each entrant is required to submit the executable file for the mobile game app, as well as a user manual, design documents and all source files (including source codes, header files, library files, picture files, data files, and other relevant files required for the compilation and execution of the mobile game app).　Participants are also required to present to the Judging Panel on the technical details including, but not limited to, the features and architecture of the apps during the Final Presentation.

5. 頒獎典禮　Prize Presentation Ceremony
比賽結果將於三月初公佈，得獎者會被邀請出席於 **2015 年 3 月 28 日(暫定)**舉行的頒獎禮。
The results of the Competition will be announced in early March 2015.　Winners of the Competitions will be invited to attend the Prize Presentation Ceremony to be held on **28 March 2015 (tentative)**.

備註　Remarks

◆ 學會擁有各組得獎作品的版權所有並不須給予版權費。學會有權修改各組別的得獎作品並上載至流動裝置應用程式商店供市民下載。

The copyright of the winning apps will be owned by the HKIE without copyright fee given.　The HKIE reserves the right to amend/modify/maintain the mobile game apps and to launch the apps on the apps store for public download.

◆ 學會有權在沒有預先通知的情況下修改比賽規則、暫停或取消比賽,並有權接受及拒絕任何報名及對所有情況和爭議擁有最終決定權。

The HKIE reserves the right to amend the rules; to suspend or cancel the Competition without prior announcement.　The HKIE also reserves the right to accept or reject any entry without any explanation, and for final decision on all matters and/or in case of any dispute.

◆ 參賽者所提供的所有個人資料將保密處理,只作有關比賽聯絡之用。根據《個人資料(私隱)條例》第 18 及 22 條,以及附表 1 第 6 原則,參賽者有權要求查閱或改正其個人資料,如有此需要請聯絡學會。

The information provided by the participants will be treated in the strictest confidence and will only be used for the contact purpose of the Competition.　In accordance with Section 18 and 22 and Principle 6 of Schedule 1 of the Personal Data (Privacy) Ordinance, participants have the right to request access to and request the correction of the data provided by them.　Please contact the HKIE for these purposes.

◆ 所有參賽作品的資料均會被用作評審之用途。學會有權在沒有事先通知的情況下使用參賽作品的資料作任何宣傳、展覽和出版的目的。

The information of the entries provided by means of this Competition will be used for activities relating to the processing and judging of the Competition.　The HKIE reserves the right to release the information to the media for publication, exhibition and promotional purposes without prior notification.