



INTEROPERABILITY AWARD DETAILS

Revised March 30, 2010

OVERVIEW

The Imagine Cup Interoperability Award ("Award") is designed to recognize the software application that best leverages out-of-the-box Microsoft technologies and blends them with other technologies to connect people, data, or diverse systems in a new way. The ability to build technical bridges and blend technologies from different vendors, including free and open source software, has great value in the industry. The experience you gain by participating in this Award will help you and your teammates build important technical skills that are highly valued in the job market.

This year's theme is "**Imagine a world where technology helps solve the toughest problems**". The United Nations has identified some of the hardest challenges in the world today in its Millennium Development Goals. This year the Imagine Cup uses these ambitious challenges as a guiding light to inspire change all over the world. Learn more about the [2010 Theme](#).

PLEASE NOTE: If you choose to submit an entry for this Award, then you agree that your participation is subject to the following:

- The Imagine Cup Official Rules and Regulations
- The Imagine Cup Interoperability Award Details described below.

If there are any inconsistencies between the [Imagine Cup Official Rules and Regulations](#), the Imagine Cup Terms of Use, the Imagine Cup Code of Conduct and/or these Award Details, the Imagine Cup Official Rules will govern.

WHAT ARE THE START AND END DATES?

This Award starts at 00:01 (12:01 A.M.) Greenwich Mean Time ("GMT") on January 22, 2010, and ends at 23:59 (11:59 P.M.) GMT on May 5, 2010 ("**Entry Period**"). The Entry Period consists of the **two (2)** separate Rounds as described below. Each Round has unique entry requirements. All required entry deliverables must be received within the designated Round in order for your entry to be eligible for judging.

<u>Round</u>	<u>Start Date</u> (all times 00:01 or 12:01 A.M. GMT)	<u>End Date</u> (all times 23:59 or 11:59 P.M. GMT)
Round 1 – Qualifying	January 22, 2010	May 5, 2010
Round 2 - Worldwide Finals	July 3, 2010	July 8, 2010

The Award Sign Up Period begins on January 22, 2010 at 00:01 (12:01 A.M.) GMT, and ends on May 5, 2010 at 23:59 (11:59 P.M.) GMT ("Sign Up Period").

CAN YOU ENTER?

You are eligible to enter this Award if you meet the Eligibility Requirements set forth in the "[Eligibility Criteria](#)" section of the [Imagine Cup Official Rules and Regulations](#).

HOW DO I SIGN UP FOR AN AWARD?

If you wish to participate in this Award, you must sign up as instructed during the Award sign up Period.

A Team may consist of up to four (4) eligible students (each a "Team"). Your Team does not need to consist of members who are legal residents of the same country/region, or students at the same academic institution, but your Team can only represent one (1) country/region.

It is recommended, but not required, that you have one (1) mentor for your Team in addition to your four (4) Team members. Limit one (1) mentor per Team. Mentors are not considered registered members of the team.

For additional important details on signing up for an Award, please see the requirements set forth in the "[Team and Individual Competitions](#)" section of the [Imagine Cup Official Rules and Regulations](#).

WHAT CONSTITUTES AN ELIGIBLE ENTRY?

CONTENT AND TECHNICAL REQUIREMENTS

In addition to the unique entry requirements for each Round, described below, during all Rounds of this Award, your entry/ entry materials must meet the following content and technical requirements:

- The solution portion of your entry must comply with the following technical requirements:
 - Use a mobile device
 - Implement or consume an XML Web Service
 - Use the Microsoft Visual Studio family of products (Express, Standard, Professional, or Team System) for development
- In addition to the technology requirements above, the solution portion of your entry must use technologies (software and/or services) from Microsoft and others (including free and open source software).
- NOTE: The Microsoft technologies that you use must be technologies that Microsoft makes available for free, or on a free trial or free evaluation basis.
- Include interoperability in at least two (2) of the following areas:
 - Data exchange (RSS, XML, JSON, ATOM)
 - File formats (Ecma Office Open XML File Formats)
 - Identity (Information Card, SAML, OAuth, OpenID)
 - Protocols (Window/Linux interop)
 - Web Services (SOAP, WS-*, REST)
 - Compliance with open standards (<http://iso.org>, <http://w3.org>)

For examples of solutions please see the following resources:

- <http://interoperabilitybridges.com>
 - <http://blogs.msdn.com/interoperability>
 - <http://channel9.msdn.com/interoperability>
- Your solution must also address a social cause connected to the [2010 Theme](#) : “Imagine a world where technology helps solve the toughest problems”.
 - All entry materials must be submitted and presented in the English language. If a translator is needed, you are responsible to procure and to make use of one.

Each Round has unique entry requirements, as described below. All required entry deliverables must be received within the designated Round in order to be eligible for judging.

Round 1 - Qualifying

During Round 1, your Team must create and submit an entry which includes the materials described below:

- A software solution, submitted as an electronic file, and all of the components necessary to install and run the solution, including but not limited to an installer and any configuration/deployment documentation.
- An Official Entry Form, with all required fields completed including:
 - Abstract of the problem space and high-level solution scope.
 - Architectural diagram of the software solution.
 - List of the Microsoft and other technologies used and why those technologies were chosen.
 - A description of the interoperability that the solution will demonstrate.
- Include a video or screen cast of your solution in action. To learn how to record a screencast with Windows Media, click [here](#).
- A complete Team Entry form.
- Save your team's software solution, screen cast and official Team Entry form materials in a single zip file. Click [here](#) for an example.

Round 2 - Worldwide Finals

The three teams invited to present at finals shall:

- give a twenty (20) minute presentation that includes a demonstration of your solution and includes a 10 minute Q&A. The presentation may require additional entry deliverables and instructions which shall be provided on-site at the Worldwide Finals.

HOW DO I SUBMIT MY ENTRY?

Round 1 - Qualifying: To submit your entry for Round 1, navigate to the [Interoperability Award page](#), register as a member of a Team, and then submit the required entry deliverables as instructed before the close of Round 1.

Round 2 - Worldwide Finals: Presentation at Worldwide Finals

ENTRY LIMIT

We will only accept one (1) entry per Team.

HOW WILL ENTRIES BE JUDGED?

Round 1 - Qualifying

At the conclusion of the Round 1 Entry Period, all eligible entries received will be reviewed by a panel (or panels) of qualified judges based on the judging criteria set forth below to determine up to three (3) of the top Teams (each, a "Finalist") that will advance to compete at the Round 2 - Worldwide Finals.

Round 1 Judging Criteria

20% Architectural Design

- Well thought out and using standard protocols
- The interoperability benefit must be an intrinsic part of the design and development—not incidental
- Architecture can be replicated in any appropriate environment
- Designed to be pluggable with future interoperability (does not limit future interactions)
- General enough to cover a wide range of scenarios

20% Innovation – How innovative is the entry?

- Examples include:
- Office Open XML file formats (.docx, .xlsx, .pptx)
- Information cards (single sign-in to multiple sites)
- Web services (Java and .NET working together)
- "Cloud" services (such as Bing, Windows Live, Windows Azure, Yahoo, Google, Facebook, Twitter, Flickr and more)

40% Interoperability

- Comply with existing open standards
- Should be dependent on multiple platforms
- Should exchange data, messages and/or protocols in heterogeneous systems
- Must use existing open protocols
- Web application working with multiple HTML browsers is not considered a significant Interoperability achievement
- Supports multiple devices
- Ability to achieve a 50/50 balance between use of Microsoft and third party technologies

20% Coolness

- Wow factor: highly reliable, fast performance, impressive UI, and/or presentation
- Use of emerging technologies and trends
- Peer-to-peer networking
- Social networking

Round 2 - Worldwide Finals

At the conclusion of Round 2 the winners selected based on highest score.

Round 2 Judging Criteria

10% Architectural Design

- Well thought out and using standard protocols
- The interoperability benefit must be an intrinsic part of the design and development—not incidental
- Architecture can be replicated in any appropriate environment
- Designed to be pluggable with future interoperability (does not limit future interactions)
- General enough to cover a wide range of scenarios

15% Innovation – How innovative is the entry?

- Examples include:
- Office Open XML document format (.docx, .xlsx, .pptx)
- Information cards (single sign-in to multiple sites)
- Web services (Java and .NET working together)
- "Cloud" services (such as Windows Live, Google, Facebook, and more)

30% Interoperability

- Comply with existing open standards
- Should be dependent on multiple platforms
- Should exchange data, messages and/or protocols in heterogeneous systems
- Must use existing open protocols
- Web application working with multiple HTML browsers does not constitute a significant Interoperability achievement
- Supports multiple devices
- Ability to achieve a 50/50 balance between use of Microsoft and third party technologies

15% Coolness

- Wow factor: highly reliable, fast performance, impressive UI, and/or presentation
- Use of emerging technologies and trends
- Peer-to-peer networking
- Social networking

30% Presentation

- How the team presents the application in front of the Judges
- Demo of the solution working
- Consistency and precision on answering Judges' questions.

PRIZES

Round 2 - Worldwide Finals

First Place

- \$8,000 USD, to be divided equally among each officially registered member of the Team.
- A trip for each officially registered member of the Team to Warsaw, Poland to attend the Worldwide Finals. Trip includes round trip coach air travel from major airport closest to finalist's home, standard hotel accommodations and select meals. \$3,250 USD ARV

Second Place

- \$4,000 USD, to be divided equally among each officially registered member of the Team.
- A trip for each officially registered member of the Team to Warsaw, Poland to attend the Worldwide Finals. Trip includes round trip coach air travel from major airport closest to finalist's home, standard hotel accommodations and select meals. \$3,250 USD ARV

Third Place

- \$3,000 USD, to be divided equally among each officially registered member of the Team.
- A trip for each officially registered member of the Team to Warsaw, Poland to attend the Worldwide Finals. Trip includes round trip coach air travel from major airport closest to finalist's home, standard hotel accommodations and select meals. \$3,250 USD ARV

If for any reason an advertised prize is unavailable, we reserve the right to substitute a prize of equal or greater value as permitted. We will only award one (1) prize package per team.