

XOR '26

ICT Competition Day of the Computer Society of Nalanda College

Competition Guidelines

General Information

- Competition dates, registration deadlines, and submission deadlines will be announced. Registration and submission links will be provided separately.
- Students may participate in multiple competitions.
- Schools may enter **any number of students in individual events**, with **one entry per participant per event**.
- Submitted files and links must remain accessible to the judges throughout the judging period.
- **No changes may be made to submitted work after the announced submission deadline.** This includes hosted websites, repositories, design files, and Google Drive files.
- **Incomplete submissions, including entries missing required files or links, will be disqualified.**
- Participants must credit external resources used and follow the rules of their respective competition.

1. Hackathon - Group Event

Eligibility: Students in Grades 6-13. Each school may enter **one team of up to four members**.

Themes

Develop a technology-based solution under **one** of the following themes:

- **GreenTech - Technology for Nature:** Environmental protection, conservation, or sustainable living.
- **EduTech - Rethinking Learning:** Accessible education, interactive learning, or skill development.
- **CommunityTech - Connected Communities:** Accessibility, transport, disaster preparedness, or local services.

Preliminary Round - Online

- Submit a **project document in PDF format and a 3-5-minute video** through Google Drive, with viewing access enabled for the judges.
- Explain the problem, proposed solution, intended users, technologies used, and development progress.
- **Early-stage prototypes are accepted.** Include a demonstration of the prototype and clearly identify features still under development.
- **Four teams** will advance to the final.

Final Round - On Site

- Finalists must present a **working prototype** of their solution.
- Selected teams may develop their projects further before the final. Any final submission deadline will be communicated to them.
- The final begins at **2:00 p.m. on ICT Day**.
- Each team receives **10 minutes to present and demonstrate its project**, followed by a **question-and-answer session with the judges**.

Judging Criteria

- Problem relevance and potential impact - **25%**
- Innovation and originality - **25%**
- Technical approach and feasibility - **20%**
- Implementation progress and demonstration - **20%**
- Presentation and understanding of the project - **10%**

2. ICT Quiz - Group Event

Eligibility: Students in Grades 6-13. Each school may enter **one team of four members**.

Competition Structure

- **Entry Round - Online:** The top **five teams** advance to the Qualifier Round.
- **Qualifier Round - Online:** The top **two teams** advance to the Final Round.
- **Final Round - On Stage:** The two finalists compete live on ICT Day, following the hackathon final.

Questions will cover **general knowledge, the local O/L and A/L ICT syllabuses, logical thinking, problem-solving skills, and broader ICT knowledge**.

Round dates will be announced. Detailed guidelines, including the competition format, scoring system, and tie-breaking procedures, will be sent by email once a school registers.

3. Web Development Challenge - Individual Event

Eligibility: Students in Grades 6-13.

Theme - Explore Responsibly

Build a functional website for a fictional organization that helps people discover and protect Sri Lanka's natural attractions.

Instructions

- Include information about the organization, featured destinations, responsible travel practices, and a contact or inquiry section.
- Include at least **three pages or clearly defined sections**.
- Implement at least **one working interactive feature**, such as destination filtering, search, or a trip planner.
- The website must work on desktop and mobile screens, with clear navigation and readable content.
- The required interactive feature must be fully functional. Clearly labelled demonstration-only features will not count toward this requirement.
- Any web technology may be used. External libraries are permitted with attribution, but copied websites and pre-made website templates are not allowed.
- **AI-generated code, content, and visuals, and AI-assisted development are not permitted.**

Submission

Submit the **hosted website link on any domain or hosting subdomain** and the **GitHub repository link**. Both must be accessible to the judges.

The repository must include the source files, asset credits, and any necessary setup instructions.

Judging Criteria

Functionality, usability and accessibility, responsive design, code quality, creativity, and relevance to the theme.

4. UI/UX Design Challenge - Individual Event

Eligibility: Students in Grades 6-13.

Theme - Something Went Wrong: Upload Interrupted

Design a mobile or web interface that helps a student recover when their internet connection drops while uploading a competition entry near the deadline.

Instructions

- Participants may use any recognized UI/UX design tool.
- Include at least **one primary interface screen**, such as the submission page or dashboard.
- Provide a short user flow or wireframe with at least **three connected screens or states**, showing the upload, interruption, and recovery.
- Create a **clickable prototype** demonstrating the recovery journey.
- Clearly communicate upload progress, what has been saved, available next steps, and the final submission status.
- Include an alternative outcome where recovery fails or time runs out.
- Designs must be original. Plagiarism and pre-made templates are not permitted.
- The interface should demonstrate visual consistency, accessibility, and an understanding of the user's needs.
- **No coding or video submission is required.**

Scenario rule: An upload started before the deadline has a 10-minute grace period to complete submission. Afterward, the student may request organizer review without guaranteed acceptance. This rule applies only to the design scenario, not to this competition's actual submission deadline.

Submission

Submit:

- The **design file or accessible design link**
- An **accessible clickable prototype link**
- The **user flow or wireframes**
- A **short explanation of the design decisions**

Judging Criteria

- Recovery flow and problem-solving - **30%**
- Clarity of messages and next steps - **25%**
- Usability and accessibility - **20%**
- Visual hierarchy and consistency - **15%**
- Creativity and attention to detail - **10%**

5. Image Manipulation Challenge - Individual Event

Eligibility: Students in Grades 6-13.

Theme - Technology Meets Nature

Create an original scene combining technology and nature through image manipulation. Explore how technological elements and natural environments can coexist.

Instructions

- Any image-editing software may be used.
- The artwork must combine and manipulate source images into a cohesive composition.
- **AI tools and AI-generated images are not permitted.**
- Source images must be owned by the participant or permitted for reuse, with credits provided where applicable.

Submission

Submit a **Google Drive folder link** containing:

- The final image in **JPG or PNG format**
- The editable project file, such as **PSD or the equivalent native format**
- All source images used in the artwork

Enable viewing and downloading access for the judges.

Judging Criteria

Creativity, relevance to the theme, composition, quality of blending and manipulation, and attention to detail.

The Web Development, UI/UX Design, and Image Manipulation challenges will be submitted and judged entirely online.