1 **Purpose and Aims**

The 2017 International Ruby Programming Contest for Junior and Senior High School Students – In Mitaka aims to awaken children’s interest in a new world and nurture their future dreams through the study of programming, experiencing the thrill of making a computer do what you want and presenting their work.

2 **Contest Details**

(1) **Application classes and who is eligible**

The contest has the following 2 divisions. You can apply as an individual or a group (date of birth must be April 2, 1999 or later). The competition no longer divides applicants into U-15 and U-18 classes.

(i) Game division

(ii) Creative division (programs other than games, such as web applications, various types of tool, robot control programs, etc.)

(2) **Program for submission**

We are seeking submission of original Ruby programs that are created by the entrants themselves within the last year. Programs should make the most of Ruby’s qualities, and give a sense of the fun of programming, originality of thought and innovation. You are completely free to choose whatever type of program you wish to create. Please see the attached specifications for details.

3 **Application Period, etc.**

(1) **Application Period**

Please submit your applications to the Organizing Committee Secretariat, Mitaka Town Management Organization between July 15 (Sat) and September 30 (Sat), 2017 (applications must be received no later than September 30, 2017).

(2) **How to Apply**

Save your program to a CD-ROM, DVD-ROM or USB memory, and mail it to us, or e-mail it to us the file as an attachment, etc. Please submit your program together with your application forms when you apply.

Please contact us regarding applications using a file transfer service. Contact details and where to send your program are listed at the end of this document.
(3) Things to be Careful of When Applying

- You can apply with your own personal program or with one created in a group.
- You can submit a maximum of three applications, but you can only be awarded one prize (first prize or another prize category) even if you submit three programs.
- Programs submitted must be the entrant's own original program and must not have been made public or presented. The entrant must own all copyrights and other rights in the program. If, however, you have used a library made public as open source materials, please note matters such as the library name, version and how you obtained it in your application form.
- The program must not infringe or violate another's copyright, author's moral rights, reputation, portrait, privacy or any other rights.
- Copyright in the entrant's program will belong to the entrant, irrespective of whether it is awarded a prize. In principle, the Organizing Committee Secretariat will use prize-winning programs on their websites and other media to introduce the contest and programs entered therein.
- The entrant assumes all responsibility if an issue does arise with respect to copyright or any other rights, and the Organizing Committee for the International Ruby Programming Contest for Junior and Senior High School Students, sponsors, and supporting/cooperating organizations will assume no responsibility whatsoever.
- The organizing committee will assume no responsibility in the event of a problem such as the inability to read or implement, etc. any program file(s) due to any kind of fault.
- Any application that does not comply with the provisions of these entry terms and conditions will be invalid.
- Programs submitted will not be returned.

(4) Handling of Personal Information Relating to Applications

All personal information relating to applications for this contest will be held by the Organizing Committee Secretariat. Entrants shall consent to the Organizing Committee Secretariat using any personal information submitted in relation to an application in the running of this contest and notifying you of similar projects, etc.

In principle, for the purposes of publicity and public relations, entrants who participate in the final stage will have their school name, student name, school year, and photographs/video of entrants taken at the final stage, etc. published on the contest website and used in places such as the report on the contest (including video), and these will be provided to newspapers and the media, etc. when requested.

- Please see the following link for Mitaka Town Management Organization's privacy policy (Japanese only)
  
  https://www.mitaka.ne.jp/privacypolicy.html
4 Judging
Judging will be carried out in two stages: the preliminary stage and the final stage. An expert panel of judges will give a comprehensive evaluation of the programs, looking at the quality of the program and whether the program gives a sense of the fun of programming, originality of thought and innovation. The judging in the preliminary and final stages will mainly be conducted using the following criteria respectively:

(1) Preliminary Stage Criteria
The application will be evaluated based on the application form submitted in accordance with the terms and conditions. The application will be evaluated on points such as operability, technical skills and the quality of the manual. The judges will also refer to the program’s source code. About five programs will be chosen to go through to the final stage from the game division and from the creative division, respectively.

(i) Operability
How user friendly the program is, etc.

(ii) Technical Skills
How “beautiful” the programming is, how logical the construction is, etc.

(iii) Quality of the Manual
How easy it is for the reader to understand, conciseness of the language, etc.

(2) Final Stage Criteria
In the final stage, judges will be comprehensively evaluate the programs based on the three criteria listed above together with the quality of your presentation and demonstration. Applications will be judged on points such as originality, potential, operability, technical skills and presentation (including the quality of documentation). The final stage will be streamed live.

- Preliminary stage: Judging of programs and submitted documentation (scheduled for late October 2017)
- Final stage: The final stage, judging the presentations by participants, and awards ceremony will be held on the afternoon of December 2, 2017 (Sat) at Mitaka Sangyo Plaza (applicants who have made it through to the final stage will be notified in advance).
  Each group will be given 7 minutes to make their presentations, and this will be followed by a 10-15 minute Q&A session. The presentation must include a demonstration of the submitted program.
  In the case of group applications, the contest will cover the travel expenses for a maximum of two members.
- Overseas applications: Travel costs for overseas applicants to come to Japan and
participate in the final stage and awards ceremony are at the applicant’s own expense. If you are unable to come to Japan to participate in the final stage and awards ceremony, please send us presentation materials or a video recording of your presentation (maximum time allowed for presentations, etc. is around five minutes).

5 Members of the Judging Panel (to be confirmed) (in no particular order)

Head of the Judging Panel
Yukihiro Matsumoto (Chairperson of the Ruby Association)

Judges
Tetsuo Noda (Professor and Chief Officer of Shimane University General Information Processing Center)
Kazuaki Tanaka (Associate Professor, Kyushu Institute of Technology, Faculty of Computer Science and Systems Engineering)
Koichi Sasada (Cookpad Inc)
Tsutomu Shomura (Executive Officer, JAPAN POST HOLDINGS Co.,Ltd)
Masayoshi Takahashi (Representative Director, Nihon Ruby-no-Kai (Japan Ruby Group))
Masaya Mori (Global Head of Rakuten Institute of Technology, Executive Officer, Rakuten, Inc.)
Soto Yamauchi (Winner of the U-15 class of the Ruby Programming Contest in 2012)

6 Awards
(1) First Prize and Runners Up
   (i) Game division
       Prizes for first place and other categories.
   (ii) Creative division
        Prizes for first place and other categories.
   (iii) Other awards
         The Organizing Committee will award these prizes to applicants who fail to make it through to the final stage but nevertheless show future potential. These award winners must cover their own transportation expenses if they attend the finals.

*An additional extra prize will be given to each award winner (see the website for details https://www.ruby-procon.net/ )

7 Hosted By
International Ruby Programming Contest for Junior and Senior High School Students Organizing Committee

Member Organizations
Organizing Committee Secretariat
Mitaka Town Management Organization

8 Sponsors
Ministry of Economics, Trade and Industry; Ministry of Internal Affairs and Communications; Information-technology Promotion Agency, Japan (IPA); Iwate Prefecture; Shimane Prefecture; Tokyo Metropolitan Board of Education; Shiojiri City; Takizwa City; Matsue City; Shiojiri Shinko Kousha; System Engineering Okayama; the Computer Software Association of Japan; Tokushima Information Industry Association; Aoyama Gakuin University; Iwate Prefectural University; Future University Hakodate; International Christian University; Shinshu University; Seikei University; the University of Electro-Communications; Tokyo University of Agriculture and Technology; the Tama Branch of Nikkei Inc.; Smalruby Koshien; Mitaka City; and the Mitaka City Board of Education.

9 Inquiries and Applications, etc.
International Ruby Programming Contest for Junior and Senior High School Students Organizing Committee Secretariat

■Mitaka Town Management Organization (Please contact us for inquiries about applications and submission of applications, etc.)

Mitaka Sangyo Plaza, 2F
3-38-4, Shimorenjaku, Mitaka-shi, Tokyo 181-8525
E-mail: ruby@mitaka.ne.jp
URL: https://www.ruby-procon.net/
(For inquiries regarding contest applications, please contact us by e-mail)
# 2017 International Ruby Programming Contest
for Junior and Senior High School Students – In Mitaka
Application Form (1)

## Individuals

<table>
<thead>
<tr>
<th>Name</th>
<th>Age group</th>
<th>Game division ( )</th>
<th>Creative division ( )</th>
<th>Date of birth (Y) (M) (D)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name of parent or Leader</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>E-mail</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## Groups

<table>
<thead>
<tr>
<th>Group name</th>
<th>Age group</th>
<th>Game division ( )</th>
<th>Creative division ( )</th>
<th>Date of birth of eldest group member (Y) (M) (D)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parent’s or Leader’s name</td>
<td>Parent’s or Leader’s address</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Parent’s or Leader’s E-mail</td>
<td></td>
<td>Parent’s or Leader’s Tel.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Member name (Representative)</td>
<td></td>
<td>Date of birth (Y) (M) (D)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Member name</td>
<td></td>
<td>Date of birth (Y) (M) (D)</td>
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<td>Member name</td>
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<td>Date of birth (Y) (M) (D)</td>
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<tr>
<td>Member name</td>
<td></td>
<td>Date of birth (Y) (M) (D)</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Note: Please provide information by attaching a separate sheet if you cannot fit all information into the above table.

I hereby consent to the following handling of personal information: Yes  No

Handling of Personal Information
Please submit your application after reading and understanding the following matters regarding the handling of personal information and consenting to the submission of your personal information.

The Organizing Committee collects personal information from all entrants for purposes such as providing information on the International Ruby Programming Contest for Junior and Senior High School Students and judging, etc. Personal information will not be used for any other purpose. Personal information submitted in the application form will only be used within the scope of running this project. Anyone submitting personal information to the Organizing Committee shall have the right to request to be notified of the purpose of use, and that the Organizing Committee disclose, correct, add or remove items or delete personal information, etc. while it is held by the Organizing Committee. Please contact the following if you wish to request disclosure, etc. of your own personal information.

Personal Information Protection Manager, Mitaka Town Management Organization, Secretariat of the Organizing Committee for the Ruby Programming Contest for Junior and Senior High School Students
Inquiries regarding personal information: Mitaka Town Management Organization  E-mail: privacy@mitaka.no.jp
**To be filled out by the representative**

1. **What made you apply?**

   - My school recommended it
   - Invited by a friend
   - Recommended by my parent(s)
   - I participated in the programming course
   - Other ( )

2. **How did you learn Ruby?**

   - By myself
   - From a parent or siblings
   - At school
   - I participated in the programming course
   - Other ( )

3. **How long have you been learning Ruby for?**

   Years and Months

4. **Please tell us what kinds of software you would like to try and create in the future?**

5. **Is there anything in particular you want to let us know about? (Was there anything particularly difficult when you applied? Did you include any particular innovations? etc.), tell us whatever you want.**
### 2017 International Ruby Programming Contest for Junior and Senior High School Students – In Mitaka

**Application Form (3)**

Please fill out one form for each application

<table>
<thead>
<tr>
<th>Entry Division</th>
<th>Game division ( ) Please mark with a ○ Creative division ( )</th>
</tr>
</thead>
<tbody>
<tr>
<td>Program Title</td>
<td></td>
</tr>
<tr>
<td></td>
<td>Introduce Your Program (Please let us know things like, what does the software do? What are its special characteristics? What parts in particular are you proud of?)</td>
</tr>
<tr>
<td></td>
<td>(Please provide information by attaching a separate sheet if you cannot fit all information into the space provided)</td>
</tr>
<tr>
<td>Version Used</td>
<td>OS: Windows 7 Windows 8.1 Windows10 MacOS Sierra Other ( ) Ruby: 2.0.0 2.1.0 2.2.0 2.3.0 Other ( )</td>
</tr>
</tbody>
</table>
Execution Environment

Execution environment should comply with the installation steps on the Ruby website (http://www.ruby-lang.org/en/). Please attach necessary files or materials explaining how to execute it if using another method. (Please provide information by attaching a separate sheet if you cannot fit all information into the space provided)
2017 International Ruby Programming Contest
for Junior and Senior High School Students – In Mitaka
Instructions

The functions we want you to realize and the rules you must stick to when creating the program are listed below, so please read them carefully before submitting your program.

You are free to create whatever program you want (e.g. something that makes studying a subject fun, something useful, something that resolves a social issue, etc.)

Program Genre
Free

Environment
Judging in the preliminary stage (confirmation that the program works) will use the environments listed below. If you have difficulties making the program function in the applicable environment, please send video of the functioning program together with your application form and source program.

(1) Windows
   (i) OS: Windows 10 Professional 64 bit
   (ii) CPU: Core i3/2.3GHz
   (iii) Memory: 4 GB

(2) Mac (planned environment)
   (i)   OS: Max OS Sierra
   (ii)  CPU: Core i5 1.6GHz
   (iii) Memory: 8GB

Settings, etc.
   (i) Please include all necessary files such as image files within a single folder
   (ii) Please set the display resolution to 1366×768
   (iii) Execution environment should comply with the installation steps on the Ruby website (http://www.ruby-lang.org/en/). Please attach necessary files or materials explaining how to execute it if using another method.