2023 International Ruby Programming Contest
for Junior and Senior High School Students − In Mitaka

Entry Terms and Conditions

1 Purpose and Aims

The 2023 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, 2005 or later). The competition no longer divides applicants into U-15 and U-18 classes.

   (i) Game division

   (ii) Web Applications, IoT 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), 2023 and October 1 (Sun), 2023 (applications must be received no later than October 1, 2023).

(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 for each division, but you can only be awarded one prize in each division (first prize or another prize division) 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.
- When using free materials such as characters or sound sources, please make sure to clearly indicate the source of the materials in the designated field on the 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 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 orgamizing 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 early November 2023)

・Final stage:　　The final stage, judging the presentations by participants, and awards ceremony will be held on the afternoon of December 9, 2023 (Sat) at online (applicants who have made it through to the final stage will be notified in advance).

The presentation must include a demonstration of the submitted program.

・Overseas applications:　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)

Masayoshi Takahashi (Representative Director, Nihon Ruby-no-Kai (Japan Ruby Group))

Masaya Mori (Executive Officer, Deloitte Tohmatsu Consulting LLC.)

Mayumi Emori (Executive Officer, KCS Carrot Corp.)

6   Awards

(1)   First Prize and Runners Up

(i)	Game division	Prizes for first place and other categories.
(ii)	Web Applications , IoT division	Prizes for first place and other categories.
(iii)	Sponsor Award	
(iv)	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

Network Applied Communication Laboratory Ltd., Internet Initiative Japan Inc., KK Comcre, Nikkei Business Publications, Inc., Divic Corp., Everleaf Corporation , The Ichibata Electric Railroad Co., Ltd , Akatsuki Games Inc. , Ruby Association, Mitaka ICT Jigyosha Kyokai , Mitaka Town Management Organization

Organizing Committee Secretariat

Mitaka Town Management Organization

8   Sponsors

Ministry of Economics, Trade and Industry; Ministry of Internal Affairs and Communications; Ministry of education; Digital Agency; Information-technology Promotion Agency, Japan (IPA); Shimane Prefecture; Tokyo Metropolitan Board of Education; Shiojiri City; Takizawa City; Matsue City; System Engineering Okayama; the Software Association of Japan (SAJ); Digital Learning Experience; Tokushima Information Industry Association; Masason Foundation, YAMADA Shinaro D＆I Foundation, Fukuoka Ruby and Software Industry Promotion Committee, 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.; 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)