# Qualifying Round (Round 1):

Submission date: 5th August 2024 - 17th September 2024

Result announcement: 1st October 2024

Venue: Online

### 1. Description:

Design a poster/storyboard envisioning a theme from Sustainable Development Goals (SDG). Once the group is formed, each group will be assigned a mentor (alumni of the high school) or an academic advisor from Monash School of Information Technology.

### 2. What the participants need to do:

- a. Form a team consisting of 2 to 3 members. Although solo participation is allowed, it is highly recommended to form a team with 2 to 3 members.
- b. Decide on a creative name for the team.
- c. Design a poster/storyboard envisioning a theme from SDG (<a href="https://dashboards.sdgindex.org/profiles/malaysia">https://dashboards.sdgindex.org/profiles/malaysia</a>). The designed poster/storyboard needs to be uploaded via this link: <a href="https://forms.gle/ULqud2ufn2i9N3pr5">https://forms.gle/ULqud2ufn2i9N3pr5</a>.
- d. Prepare a video with the maximum length of 3 minutes to explain the designed poster/storyboard. Judges will only consider the content up to the time limit and ignore any additional content. Upload the video via this link: <a href="https://forms.gle/ULgud2ufn2i9N3pr5">https://forms.gle/ULgud2ufn2i9N3pr5</a>.
- 3. Format of the poster/storyboard:

• File Type: JPEG or PDF

• File Size: 50 mb or less

Orientation: Landscape and portrait orientation are acceptable

Must be a single page

Include team name, school name and team member name(s)

### 4. Video Specifications:

• Duration: 3 minutes maximum

File Size: 100bm or lessVideo file format: mp4Aspect ratio: 16:9 or 9:16

### 5. Things to include in the poster/storyboard:

- Title/Selected SDG theme
- Problem statement: Define the specific issue, gap or challenge that poster/storyboard aims to address.

Eg:

Despite healthcare advancements, achieving universal good health and well-being is still challenging, especially in developing and marginalized communities. Inadequate infrastructure, limited service access, and socio-economic disparities hinder progress towards SDG 3, which seeks to ensure healthy lives and well-being for all.

• Background of the problem: Narrow the focus to a manageable scope.

#### Eg:

Long waiting times at hospitals pose a significant challenge to achieving SDG 3: Good Health and Well-being. ... This issue affects both patient outcomes and overall healthcare efficiency, leading to dissatisfaction and potentially worsening health conditions due to delayed treatment.

• Objective(s): Outline the specific objective(s) that the solution aims to achieve. It can be more than 1 objective.

### Eg:

Objective 1: To develop a solution that reduces waiting times at hospitals, improving patient access to timely and efficient healthcare services.

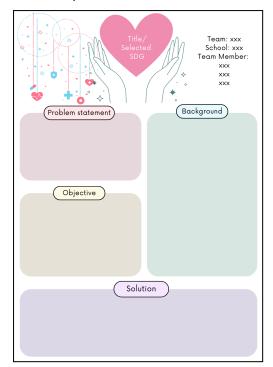
Objective 2: ...

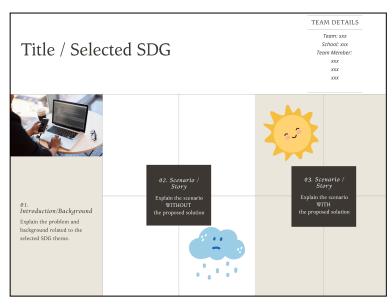
 Solution: Method to solve the problem and how can Al be involved in solving the problem.

## Eg:

Design a system to process queue tickets more efficiently. The system works by  $\dots$ 

### Example:





(a) Poster in portrait orientation

(b) Storyboard in landscape orientation

### 6. Judging Criteria:

- Both posters/storyboards and videos by the teams will be judged on criteria such as:
  - Content and Relevance to the selected theme
  - Communication effectiveness
  - Visual appeal and design

- Text quality and use of space
- The 10 teams with highest scores will be shortlisted for the final round.
- To stand a chance of winning the two special awards <u>Most Creative Video Award</u> and the Most Popular Award:
  - Follow the Instagram page of this event: monash.aicup2024
  - Upload a video to your team's Instagram (personal/school profile is acceptable)
  - Make sure the account uploading the video is public.
  - o In the tag section, tag the Instagram page of this event (monash.aicup2024).
  - Include the following in the caption:

Monash AI Challenge Cup 2024 #MAICC2024 @monash.aicup2024

Team Name: xxx School: xxx

Team Member xxx Description: xxx

- The most creative video will be awarded the <u>Most Creative Video Award</u>.
- The team with the highest count on likes, comments, shares and replies will be awarded the <u>Most Popular Award</u>. The statistics of the post will be considered up to 23:59 MYT on 17th September 2024.

#### 7. Result announcement:

- The results of the 10 shortlisted teams will be announced via the Instagram page (monash.aicup2024).
- The recipient teams of the Most Creative Video and Most Popular Awards will be announced on the Instagram page as well and be invited to the final round held at Monash University Malaysia to receive their prizes.
  - Most Popular Awards: RM500 for the team
  - Most Creative Video Awards: RM500 for the team
- 8. Reach out to the academic advisors for further inquiry:
  - Dr. Jessie Leong Shu Min: <a href="mailto:leong.shumin@monash.edu">leong.shumin@monash.edu</a>
  - Mr. See Kai Jun: kaijun.see@monash.edu

# **Presentation Day (Final Round):**

Submission date: 1st October - 19th October 2024

Event day/Presentation day: 19th October 2024, 9am - 4pm

Venue: Monash University Malaysia

#### 1. Description:

Realise the vision of the poster/storyboard through a prototype. The 10 shortlisted teams will be presenting the prototype to the judges on the event day (19th October 2024). The winners of the competition will be announced on the same day.

2. What the participants need to do:

- a. Realise the vision of the poster/storyboard through a prototype. Participants may seek guidance from the mentor/academic advisor.
- b. Upload the prototype to this link: <a href="https://forms.gle/vVnZGVqPdKmNWmUy7">https://forms.gle/vVnZGVqPdKmNWmUy7</a>
- c. Present the prototype to the judges in the Final Round held at Monash University Malaysia. Prepare slides and other materials (if any) that help with the presentation.
  - i. The presentation duration would be 5 minutes.
  - ii. This will be followed by a 5 minutes Q&A session.
  - iii. Each member of the team would need to take part in the presentation.
- 3. Judging Criteria:
  - The prototype and the presentation will be assessed based on the following:
    - Innovation and creativity
    - Logical thinking and practicality
    - o Completeness of prototype
    - Communication and presentation
    - Aesthetics and Design

### **Prizes and Awards:**

- 1. The teams with the highest scores will be rewarded with the following prizes:
  - Winner:
    - o RM5000 cash prizes for the team
    - Monash Al Challenge Cup Trophy\* (refer to item 2)
    - Young Al Challenger Scholarship\* for each member (refer to item 3)
  - First runner up:
    - o RM3000 cash prizes for the team
  - Second runner up:
    - RM1000 cash prizes for the team
- 2. The Monash Al Challenge Cup Trophy will be awarded to the winning high school at the end of the competition.
  - The name of the winning high school will be engraved onto the Al Challenge Cup.
  - The winning high school will hold the Al Challenge Cup Trophy for one year.
  - At the subsequent year's competition, the current holder of the Al Challenge Cup Trophy will return it to the event organizers.
  - The Al Challenge Cup Trophy will then be awarded to the new winning high school.
  - The cycle of transfer will continue annually, with each winning high school holding the trophy for one year before passing it on to the next winner.
- 3. The Young Al Challenger Scholarship:
  - Each member of the winning team will be awarded the Young Al Challenger Scholarship with a total tuition fee waiver of RM30,000 (RM10,000 per year) in an undergraduate coursework program, namely the Bachelor of Computer Science, Bachelor of Computer Science in Data Science or any other undergraduate coursework course introduced in SoIT during the scholarship offer period.
  - To retain the Young Al Challenger Scholarship, the recipient must:
    - o enrol in a full-time study load of 24 credit points in each semester

- maintain an average of 50% and not fail any units in any semester. The average score of 50% will be based on the total number of units taken in the immediate past semester.
- o complete the course within the normal duration. No extensions will be permitted.
- The award is valid for two (2) years from the exam sitting year of year 12 qualification and the recipient must enrol in any of the intake during the validity period.
- 4. Shortlisted participants will be rewarded with the following:
  - Certificate of participation and token merchandise
  - T-shirt with Monash logo