



TOUCH & TABLET ACCESSIBILITY AWARD DETAILS

OVERVIEW

The object of the Imagine Cup Touch & Tablet Accessibility Award ("Award") is to create a new education application that uses Touch & Tablet technology while expanding the possibilities about how a user interacts with the computer.

Microsoft believes Touch & Tablet technology can contribute significantly to learning (for both the educator and the learner). There are great examples of the use of Touch & Tablet in learning in 1:1 computing, 1: many computing, and distance learning. More work is needed, and more creativity and ingenuity is required. In this Award, students will explore the innovative use of Touch & Tablet to expand the possibilities of accessible learning of persons with physical and or cognitive disabilities limitations.

Designing accessible technology means that it is beneficial and usable by everyone, and empowers people with disabilities, temporary difficulties, or the desire to personalize their user experience.

- The difficulties and impairments that impact a person's ability to use technology use are: vision, dexterity, learning, hearing, language and communication, and aging-related difficulties.
- The need for accessible technology can also stem from temporary physical conditions, such as while recovering from shoulder surgery, in which case the person needs alternatives to the mouse and keyboard.
- Some people need to customize how they access technology due to environmental conditions or their preferences. For example, a student using a PC in a classroom will not always be able to use sounds, and will need alternative, visual cues instead.

As access to technology increases, accessibility needs will increase. People with physical and cognitive impairments represent a very diverse group. They are found in all walks of life, employed in all fields, and studying many different subjects. These users, like all end users, want to use PCs, mobile devices, the Internet, and physical devices - and expect them to work.

There are many resources available to you on MSDN and related sites. With these we would like to see you develop a solution that effectively integrates the use of Touch & Tablet in learning to enable students with disabilities to improve learning outcomes.

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 Touch & Tablet Accessibility 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 **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.

Round	Start Date (all times 00:01 or 12:01 A.M. GMT)	End Date (all times 23:59 or 11:59 P.M. GMT)
Round 1 - Qualifying	January 22, 2010	March 26, 2010
Round 2	April 5, 2010	May 5, 2010

The Award Sign-Up Period begins on January 22, 2010 at 00:01 (12:01 A.M.) GMT, and ends on March 26, 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 two (2) 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 two (2) 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.

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:

- Your solution can relate to any of the following learning scenarios:
 - Classroom participation
 - Classroom activities
 - Distance learning
 - Individual learning

- Your solution must target end-users in at least one of the following categories of physical and/or cognitive disabilities:
 - [Vision Difficulties and Impairments](#)
 - [Dexterity Difficulties and Impairments](#)
 - [Hearing Difficulties and Impairments](#)
 - [Learning Difficulties and Impairments](#)
 - [Language and Communication Difficulties and Impairments](#)
 - [Aging Computer Users, as related to educator and administrators](#)
- Your solution must use ink and/or ink recognition via one of the following: [Windows SDK](#), [Tablet PC SDK 1.7](#) and [Ink Analysis and Input Supplement for the Windows XP Tablet PC Edition Development Kit 1.7](#), [.NET Framework 3.5 \(WPF or Silverlight\)](#).
- The user interface for your solution must be compatible in portrait and landscape mode, with display resolution of at least 800x480.
- Your solution must be capable of running on a Windows XP Tablet PC Edition running Windows Vista, or Windows 7.
- You must develop your solution using the Microsoft Visual Studio family of products (Express, Standard, Professional, or Team System) for development.
- 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.

Note: You do not need a Tablet PC to develop Tablet PC applications. The Tablet PC SDK includes the extensions and utilities needed to develop software for the Tablet PC on a desktop or laptop computer. You can use a mouse or external tablet for pen and handwriting input.

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:

- An abstract that is less than 500 words
- An initial digital storyboard that is less than 25 MB, in Microsoft PowerPoint or other standard image display format (jpeg, gif, etc) or created in Microsoft Expression.

Round 2

During Round 2, your Team (if you are invited to advance to compete in Round 2) must create and submit an entry which includes the materials described below:

- A final digital storyboard that is less than 25 MB, in Microsoft PowerPoint or other standard image display format (jpeg, gif, etc) or created in Microsoft Expression.
- A working demonstration of your functional software application that installs and runs in a PC with Windows Vista or Windows 7.

HOW DO I SUBMIT MY ENTRY?

Round 1: To submit your entry for Round 1, navigate to the [Touch & Tablet Accessibility 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: To submit your entry for Round 2, navigate to the [Touch & Tablet Accessibility Award page](#) and then submit the required entry deliverables as instructed before the close of Round 2 by clicking on the "submit entry" button located at the entry panel on the right up side of the page.

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 ten (10) of the top Teams (each, a "Semi-Finalist") that will advance to compete in Round 2.

Round 1 Judging Criteria:

- 25% Shows understanding of a real-world accessibility scenario
- 25% Explores how Touch & Tablet hardware, Touch & Tablet software (SDK) and other accessibility-related technology can solve the user requirements
- 25% Story idea (through abstract and storyboard)
- 25% Expressiveness/Artistry (storyboard)

Round 2 – Semi Finals

At the conclusion of the Round 2 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 the top two (2) Teams (each, a "Finalist") based upon the Judging Criteria described below.

Round 2 Judging Criteria:

- 20% Problem Definition: How precise and relevant is the real world problem chosen by the team?
- 20% User Experience: To what degree is the solution intuitive, ergonomic, innovative, and user friendly?
- 20% Effectiveness: To what degree does the application solve the problem in question?
- 20% Use of Touch & Tablet Accessible Technology: How well does the solution integrate Touch & Tablet hardware and software (required)? How well is any additional accessible technology utilized?
- 20% Prototype Expressiveness/Artistry: Is the prototype design-complete, expressive, working, and "demonstration-ready"?

Based on Round 2 entries, the top two (2) finalist teams will be invited to the Worldwide Finals. These 2 teams will present their working prototypes on Touch & Tablet hardware and one (1) winner will be selected to win the first place prize below and the other finalist team will win the second place prize below.

PRIZES

Prizes (announced at the Worldwide Finals from July 3-8, 2010)

- First Place
 - \$8,000 USD, to be divided equally among each officially registered member of the Team.
 - A Tablet PC, Lenovo ThinkPad X Series Tablet, for each officially registered member of the Team. ARV US \$1879
 - 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.
- Second Place
 - \$4,000 USD, to be divided equally among each officially registered member of the Team.
 - A Laptop PC, Lenovo IdeaPad Y Series 15" MultiMedia Laptop, for each officially registered member of the Team. ARV US \$569.
 - 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.

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.