National Youth AI Prompt Design Challenge 2024

Information Sheet for Participants

About the National Youth AI Prompt Design Challenge 2024

Welcome to the National Youth AI Prompt Design Challenge 2024 ("**Challenge**")! The Challenge was crafted to foster ethical and responsible innovation in Generative AI, tackle real-life challenges, and close the gap between academia and industry.

Supported by Singapore's leading organizations including Digital For Life (DLF), the Association of Small & Medium enterprises (ASME), Infocomm Media Development Authority (IMDA) and AI Verify Foundation (AVF) this Challenge aligns with Singapore's National Strategy 2.0, propelling the nation towards advanced AI and digital literacy.

Designed for those eager to explore the possibilities of Generative AI, this Challenge opens up a world where software coding skills are not required.

Participants are invited to create Generative AI tools aimed at boosting business productivity or Generative AI tutors to enrich learning experiences, focusing on real-world applications benefiting from Generative AI technologies.

All Generative AI applications ("**apps**") will be developed on Straits Interactive's proprietary "Capabara" Capability-as-a-Service Platform ("**Capabara**"), a versatile platform powered by Generative AI technology that supports a range of Large Language Models ("**LLMs**"). This platform allows participants to build their tools using LLMs that they are familiar with such as ChatGPT, Gemini, and Claude.

Here are a few important dates for you to mark in your calendar:

Registration period:	**3 May to 31 May 2024**
Meet and Greet session:	**6 June 2024***
Bootcamp and Challenge:	**18, 19, 20 June 2024**
Judging Results :	**22 July 2024***
Final Presentation:	**29 July 2024***

Note: Dates with an asterisk are subject to confirmation. Teams will be notified of the confirmed details via email.

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Here are some important information that you need to know:

i. Registration Eligibility

- This Challenge is open to students aged 13 to 25 (both Singaporeans and foreigners) in Singapore from educational institutions such as Secondary Schools, Junior Colleges, ITE, Polytechnics, Universities, and private institutions.

- Interested registrants are to register as **a team of 2 or 3 members** each.

- Participating individuals need to be familiar with or a user of Generative AI chatbot tools such as Open AI's ChatGPT, Google's Gemini, Anthropic's Claude, etc as well as understand basic prompt techniques.

- There are **two (2) categories** for the Challenge:
    a) **Secondary School Category** (for students enrolled in Secondary schools)
    b) **Tertiary Category** (for students enrolled in educational institutions above the Secondary School level, up to the age of 25 years)

ii. Payment and Confirmation

- Once your team has successfully submitted its registration form, our team will review the submission and provide your team with a confirmation email.

- A fee of **S$32.70 per team (inclusive of 9% GST)** is applicable upon registration.

- Fee payment can be made via **PayNow** or **Direct Bank transfer**.

- Instructions on how payment can be made will be provided in a separate email once the registration form has been completed.

iii. Important information

- All apps developed for the Challenge must be built on the "Capabara" platform provided by Straits Interactive. No other software, platform or technology is allowed to be used during the Challenge.

- Instructions on how to use the "Capabara" platform (which uses standard prompts), to create the Entries will be provided during the Meet and Greet session, as well as problem statements.

- Teams may start preparing their entries and prompts prior to the day of the Bootcamp and Challenge, and then fine-tune and convert them into their team's entry for the Challenge ("**Entry**") using the Capabara platform.

- All teams are to complete their registration for the Challenge **by no later than 31 May 2024**. Late registration submissions will not be entertained.

- All teams are to submit their Entries by the end of the day of the Bootcamp and Challenge that they are assigned to. All Entries must be accompanied by an app writeup. The template for the writeup will be provided during the Meet and Greet session.

- Late Entries will not be accepted, and the team will be disqualified.

- Teams may submit up to a maximum of three (3) Entries for the Challenge. However, only 1 entry per team will be considered for an award. The decision of which entry to choose will be at the sole discretion of the judges. Submission of Entries shall be done via the "Capabara" platform.

- The decisions of Straits Interactive and the judges are final and binding. No appeals or disputes will be entertained.

- Straits Interactive reserves the right to disqualify any participant or team that violates the terms and rules of the Challenge, or engages in harmful, illegal, unethical or other inappropriate behavior.

iv. Challenge Format

1. Meet and Greet session
Date: 6 June 2024
Venue: TBC / In-person

The objective of this event is to ensure participants are well-informed about the Challenge's structure, expectations, and the resources available. Teams have the chance to meet the organizers and ask questions about the Challenge.

During this session, teams will be given the problem statements to prepare prior to the assigned Bootcamp and Challenge session, including submission details on the day of the Challenge.

Participants should also bring their respective laptops that they intend to use on the day of the Challenge. Straits will facilitate the Participants to carry out a test on their respective laptops to ensure that the Participants are able to properly log in to and run the "Capabara" platform.

2. Bootcamp and Challenge
Dates: 18, 19, 20 June 2024
Venue: TBC / In-person

The Bootcamp and Challenge is a full-day event where training will be provided, after which time will be allocated to complete the Challenge. Each Team will be allocated 1 of the 3 days to attend the Bootcamp and Challenge. Each Team must submit their Entry, together with details of their app and accompanying write up at the end of the day that they are allocated.

0830 - 0900 Registration
Do arrive early to register and collect your goodie bags.

0900 - 1200 Bootcamp
Team will attend a complimentary 3-hour training session on prompt design and basics of AI Governance. Seize this chance to learn from the experts in the field, ask questions and refine your skills on the latest prompt design techniques and framework before embarking on the journey to create projects for the Challenge. The session will also cover ethical, privacy and security considerations including testing methodologies. Finally, teams will be briefed on how to build their apps on the "Capabara" platform including the user interfaces.

1400 - 1700 Start of Challenge
Teams are given 3 hours to develop their app to address their chosen problem statement (or submit their own), along with the accompanying documentation. Late submissions of Entries will not be accepted, and the team will be disqualified.

Submissions are to be done by 1700hrs.

v. Evaluation Criteria

We encourage bold, innovative solutions that address genuine business and educational needs, emphasizing the ethical and responsible use of AI. Your submission should clearly articulate the business or educational problem it addresses, the innovative use of Generative AI, and the potential impact of your solution.

You can use the guide below to help you with the development:

1. **Application**
   Clearly define how the app features are specifically designed to solve the problem.

2. **User Experience (UX)**
   Design an appropriate cover image for the app and highlight any unique design features that enhance user interaction.

3. **Innovation**
   Showcase how your app offers originality or improved solutions that are different from existing solutions.

4. **Potential Value**
   Demonstrates a clear and substantial value to the use case (e.g. enhanced productivity and impact to the target audience)

5. **Technical Implementation**
   Address how your app ensures security against adversarial prompts while maintaining privacy and transparency, especially in handling personal information.

vi. Result Notification

Teams will be notified of the result via email on **22 July 2024**. Please note that Straits Interactive's / the judges' decision on the winners and awards is final.