National AI Prompt Design Challenge 2024

OPEN CATEGORY

Information Sheet for Participants

About the National AI Prompt Design Challenge 2024

Welcome to the National AI Prompt Design Challenge 2024 (Open Category) ("**Challenge**")! The Challenge was crafted to foster ethical and responsible innovation in Generative AI, tackle real-life challenges, and bring together creative minds from across the nation to develop impactful solutions that enhance productivity and learning.

Supported by Singapore's leading organizations including the Association of Small & Medium enterprises (ASME), Cyber Security Agency (CSA), 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**").

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

Registration period:	**22 Jul to 22 Aug 2024**
Meet and Greet session:	**29 Aug 2024**
Bootcamp and Challenge:	**9, 10, 11 Sep 2024**
Judging Results :	**9 Oct 2024**
Award Presentation:	**15 Oct 2024**

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Here are some important information that you need to know:

i. Registration Eligibility

- This Challenge is open to working individuals aged 18 and above who are Singaporean, Singapore Permanent Resident or Foreigners with valid work pass.
- 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.

ii. Payment and Confirmation

- Once your team has successfully submitted its registration form, our team will review the submission and upon confirming your team's eligibility, send your team a confirmation email.
- A fee of **S$109 per team** **(excluding 9% GST)** is applicable upon registration.
- Fee payment can only 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. Some Important Information on the Challenge

- 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.

- Only prompt design techniques are allowed to be used to create apps. No other techniques (such as access SQL databases, using programming language, etc.) are allowed.

- 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 22 August 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 shared 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. Event Dates and Info

1. Meet and Greet session

Date: 29 August 2024
Venue: SMU Ngee Ann Kongsi Auditorium ("NAKA")(Address: 60 Stamford Rd, Singapore 178900) Attendance: 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.

2. Bootcamp and Challenge

Dates: 9, 10 or 11 Sep 2024
Venue: 9 & 10 Sept at SMU Administration Building, Executive Seminar Room 5-1
11 Sept at SMU School of Accountancy, Ngee Ann Kongsi Auditorium, Level 2

Attendance: 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.

0815 - 0845 Registration
Teams are to register by 8.45am. Upon registration, do collect your name tags and goodie bags!

0845 - 0900 Bootcamp setup
There will be a briefing to help teams set up their network connection and the activity toolkit.

0900 - 1230 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.

1330 - 1400 Challenge briefing
There will be a briefing to remind the teams on how to prepare and submit their apps via Capabara.

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.

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. **Functionality**
   Clearly define how the application features are specifically designed to solve the problem

2. **User Experience (UX/UI):**
   Highlight any unique design features that enhance user interaction and are easy to navigate.

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

4. **Benefit and Potential**
   Demonstrates a clear and substantial value to the use case.

5. **Security and Ethical Standards**
   Address how your application ensures security against adversarial prompts and maintains privacy and transparency, especially in handling personal information. This also includes factuality and accuracy of the response.

vi. Result Notification

Teams will be notified of the result via email on **9 Oct 2024**. Please note that Straits Interactive's / the judges' decision on the winners and awards is final.

Last updated 2 September 2024.