

Produced by RobotChallenge

RC.CODE

WORLD PROGRAMMING COMPETITION

RC.CODE世界编程大会，由RobotChallenge出品



RC.CODE CreatiCode Description

Event Information

Creative Programming, Building the Future Intelligently! RC.CODE encourages young people to explore the world through technology and express ideas through innovation, becoming the builders of the future. This project adopts Project-Based Learning (PBL) as its core, advocating for students to integrate programming with life and academic knowledge. By completing annual themed projects, students learn through creation, comprehensively enhancing their computational thinking and innovative expression abilities.

1. Event Content

- A. Competition Theme: Refer to the season's theme document.
- B. Participants must complete their project creation based on the theme announced by the organizing committee.
- C. Project types are not limited and include, but are not limited to, creative tools, creative games, creative animations, interactive art, practical applications, etc.
- D. All projects must revolve around the theme, demonstrating innovative awareness and technical implementation capabilities.

2. Group Settings

Programming event	Programming Language	Group Division	Age Requirement	Team
CreatiCode	Graphical Programming	CreatiCode A	≤9 years old	2 persons/team
CreatiCode	Graphical Programming	CreatiCode B	≤12 years old	2 persons/team
CreatiCode	no restrictions	CreatiCode C	≤18 years old	2 persons/team

3. Participation Format

3.1 Online Competition

- A. Online competition. Requires online submission of the project's technical documentation, introduction video, and program source files. Reserve a 3-month submission period to ensure that the participating teams are fully prepared.
- B. Submitted projects will be displayed on the official platform.
- C. The judging panel will score the projects online.

3.2 Offline Competition

- A. Offline competition. Requires online submission of the project's technical documentation.
- B. Teams bring the finished project and computer to participate.
- C. A fixed exhibition area (including power supply) will be provided on-site, and teams can decorate it.
- D. Teams need to bring promotional materials to participate, including but not limited to (brochures, flyers, display boards, posters, etc.).
- E. The judging panel will refer to the technical documentation and conduct on-site defense for scoring.

4. Competition Rules

4.1 Project Requirements

- A. Projects must run on a computer and cannot rely on external devices other than a keyboard and mouse.
- B. Projects should have cross-platform compatibility, not limited to a specific operating system, and cannot rely on online resources (such as APIs or resource libraries that require an internet connection).
- C. Projects must be original works of the participants. Plagiarism or infringement of others' intellectual property rights is strictly prohibited. Any discovery of infringement will result in immediate disqualification from the competition and awards.
- D. All submitted materials (including programs, documents, videos, etc.) must be authentic and valid. Participants bear full responsibility for any consequences resulting from erroneous materials.
- E. Project content must be healthy and positive, and must not contain content that violates national laws and regulations, such as violence, pornography, or illegal religious propaganda.
- F. The copyright of the submitted project belongs to the author. The organizing committee has the right to use the project for non-commercial purposes such as publicity, publishing, and exhibitions, and will credit the author information when used.
- G. Submitted projects will not be returned. Please keep a backup copy.

4.2 Material Submission

Participants must submit the following materials before the deadline (packaged into a compressed file, named with the Team ID, and submitted to the designated platform). Late submissions will be considered as abandonment:

- A. Technical Documentation (PDF format, refer to Attachment I for guidance), must include:
 - a) Team Member Introduction: Name, School/Institution, Instructor's Name;
 - b) Design Description: Project development background, design goals, and production plan;
 - c) Function Introduction: Basic function description, technical modules, usage instructions (e.g., if

the project is a game, clear operation instructions are needed);

- d) Innovation Explanation: Functional innovation and form of expression innovation of the project;
 - e) Design Process: Briefly explain the program design steps, supplemented with relevant screenshots or flowcharts;
 - f) Main Gains and Future Prospects: Insights and gains during the creation process, and ideas for the future.
- B. Demonstration Video (MP4 format), requirements:
- a) Video content must include team introduction, project design ideas, creation process, and focus on demonstrating the project's creative source, innovation points, and functional demonstration;
 - b) Video duration should not exceed 3 minutes, file size should not exceed 200MB;
 - c) Clear picture quality and sound, avoid irrelevant backgrounds and noise;
 - d) Video editing software can be used for processing.
- C. Program Source Files: Submit the complete, runnable source code and necessary resource files, ensuring normal deployment and operation during review.

5. Scoring Criteria

A. Scoring Standards: Comprehensive evaluation and scoring from multiple dimensions including Theme & Originality, Innovation, Artistry, Technology, Video, Documentation, and Teamwork.

B. Scoring Details: (*)

5: Excellent - Outstanding, advanced, exemplary, or amazing

4: Good - Good, completable, or proficient

3: Average - Standard, intermediate, still acceptable

2: Needs Improvement - Attempted, but requires further exploration

1: Poor - Incomplete, needs much help

Scoring Item	Description	Weight	Score (1-5)
Theme & Originality	Theme is clear and positive, accurately conveying the core idea; the work is original with no copyright issues.	3	
Innovation	Unique creativity, novel form of expression, ingenious conception; demonstrates imagination and individual expressiveness.	2	
Artistry	Beautiful interface, reasonable layout, artistically appealing; rich elements, coordinated colors, appropriate sound effects; appropriate material selection effectively expresses the theme.	2	
Technicality	Program runs stably and smoothly, no obvious defects; clear logic, concise algorithms, reasonable structure; standardized and readable code.	3	
Practicality	Effectively solves practical problems, user-friendly interface, simple operation; possesses good promotion value.	2	

Technical Documentation	Materials are clear and concise, easy for beginners to understand, enabling quick understanding of the project's creation process.	3	
Project Presentation	Able to fluently, clearly, and confidently explain each part of the project.	3	
Team Collaboration	Clear team division of labor, coordinated cooperation, reflecting good team spirit.	2	

6. Judging Process

6.1 Judging Panel

- A. The judging panel consists of frontline programming education teachers and industry representatives to ensure fair and professional judging.
- B. Multiple judges score simultaneously; the highest and lowest scores are removed, and the average of the remaining scores is taken as the final score.

6.2 Judging Procedure

6.2.1 Online Competition Process:

- A. Participating teams submit project content online (can be submitted until the deadline).
- B. The judging panel reviews team materials online and scores (Review period: 15-30 working days, adjusted according to the number of participating teams).
- C. The official platform announces results and displays award-winning projects.

6.2.2 Offline Competition Process:

- A. Teams bring the finished project to participate, and independent exhibition areas are provided on-site.
- B. Teams set up their booths, debug their projects, and prepare for defense.
- C. Judges visit each booth in turn for defense and evaluation.
- D. Teams introduce their programming project to the judges and answer questions on the spot.
- E. After all teams are reviewed, participating teams interact with each other.
- F. Results are announced on-site, and an award ceremony is held.

7. Award Settings

- A. Awards are divided according to the final score ranking of the teams.
- B. Individual awards are set based on the team's single item score ranking.

Attachment I:

Technical Documentation Team ID: _____

1. Team Introduction (Name, School/Institution, Instructor)

2. Design Description (Development Background, Design Goals, Production Plan)

3. Function Introduction (Basic Functions, Technical Modules, Usage Instructions)

4. Innovation Explanation (Functional Innovation, Form of Expression Innovation)

5. Design Process (Flowchart or Process Screenshots)

6. Gains and Future Prospects (Insights, Gains, Ideas)