

## **2008 IEEE International Services Computing Contest (SCContest 2008)**

### **Procedure and Dates**

- The Contest problem will be announced on Nov. 5, 2007.
- Participant teams are recommended to register their participation before January 31, 2008 by submitting an abstract of the paper to the contest system or to the chair of the contest in case that the online submission is not available.
- Prepare the contest submissions and demonstration
- The final paper submission is due on March 20, 2008.
- The contest review result will be notified on April 6, 2008. Six to ten teams will be selected to the SCC08 and ICWS08 for the final competition. The selected teams will also receive framed certificates from the [IEEE Computer Society Technical Committee on Services Computing](#). These teams will have their papers published in the Proceedings of the [2008 IEEE Congress on Services](#) (SERVICES 2008) per some pre-requisite.
- A camera-ready paper copy is due on April 18, 2008 for those selected to be published in the SERVICES2008 proceedings.
- The finalists participate in the contest exhibition and the contest oral presentation session with their live demos and posters at SCC 2008 or ICWS 2008.
- The finalists choose a final competition venue before April 25, 2008.
- The finalists will be announced at SCC 2008 in July 2008 and the winners will be announced at ICWS 2008 in September 2008.

### **Contest Problem Scopes and Rules**

In this contest, each team needs to follow the following rules to select an application and build an SOA solution:

(1) Select and identify one specific application area, for example, Internet services, aerospace, automotive, electronics, finance, smart home, or cross-industry solutions like ERP (Enterprise Resource Planning), SCM (Supply Chain Management), CRM (Customer Relationship Management), payment management, and purchasing management, etc.;

(2) Analyze business problems in your selected solution area, for example, application integration, service composition, and service discovery, etc.;

(3) Design and build a prototype based on SOA and Web 2.0 mash-up techniques. You should clearly explain how your solution solves these challenging problems in your selected area. You must use SOA principles and at least one mash-up technique, e.g. data aggregation and presentation, for your solution. You can use any APIs from any companies, e.g. Web 2.0 APIs (AJAX, JSON) and mash up APIs, from any companies.

(4) You should create a business model to illustrate the business value and expected outcomes of your SOA solution.

(5) You should submit a technical paper to address the problem and the solution. The requirements to the technical paper are as a conference paper. It should be limited to 8 pages and follows the IEEE Computer Society Press Proceedings Author Guidelines. Some suggested contents can be problem background, modeling analysis, technical

explanation, result analysis, SOA methodology, innovation and a web site that hosts a live demonstration.

### **Team Structure**

A contest team is made of at most 5 full-time undergraduate/graduate students, a professor as an advisor.

### **Software Platforms and Demonstration**

There is no special preference on particular software platforms. Participants can choose their preferred software platforms for the contest. The team should build an online demonstration system so that the reviewers could understand the principle of the system and the key techniques used by visiting the systems using a Web browser.

### **Contest Awards**

- Each team on the final list will receive a framed certificate presented by [IEEE Computer Society Technical Committee on Services Computing](#).
- The teams on the final list will publish their papers in the Proceedings of the 2008 IEEE Congress on Services (SERVICES 2008). One registration fee is required.
- Each team on the final list will receive one student travel award for a student member to present their work at SCC 2008 or ICWS 2008.
- \$1,000 cash award will be shared among the winning teams.

### **Evaluation Criteria**

#### **General selection:**

- Paper contents (50%): the novelty of the application, the technical depth, the presentation of the paper.
- Demo System (50%): accessibility via Internet, interpretation of the principles, the technical depth.

#### **Final competition** (on the conference sites):

- Oral presentation (30%): significance of application, clarity of the principles, technical depth, presentation skills.
- Paper contents (30%): as above.
- Demonstration (30%): interpretation of the principles, the technical depth.
- Poster (10%): interpretation of the principles, aesthetic impressiveness.

### **Inspiration References**

The following links can inspire your ideas:

- Lists of SOAP, REST and Mashup APIs on [www.programmableweb.com](http://www.programmableweb.com).
- Web service lists on xmethods.org (<http://xmethods.org/ve2/index.po>).
- Amazon eCommerce Web services and their sample codes (<http://www.amazon.com/gp/browse.html?node=3435361>).
- A sample site: Shopping master (<http://www.1800ebuy.com/>).