

DTU Wins Prizes in the 2015 DTU Innovation Cup

On January 10th, the Microsoft Innovation Center at Duy Tan University (MIC@DTU) organized the final round of the 2015 DTU Innovation Cup, a lively competition of young IT talent with impressive programming products. DTU students stood out with their creative and practical applications, winning one First prize, one Second and an Innovation prize.



Mr. Nguyen Huu Quynh speaks

The 2015 DTU Innovation Cup 2015 was sponsored Microsoft Vietnam, iBOX Vietnam, TrustPay, the Anh Viet Foreign Language Center and the Handheld Community. Starting in October 2015 with the topic “Cross-Platform Apps and Games Programming - the Universal Windows Platform”, the contest caught the interest of many young technology enthusiasts from all the universities, colleges and high schools in the Danang region, including Duy Tan University, the Danang University of Technology, FPT Polytechnic and the That Tung High School. Thirty products were entered and the organizers selected the ten best to move to the final round.



The organizers award prizes to the FOUR GUYS DTU team

“The DTU Innovation Cup has brought our young friends the opportunity to turn their technological ideas into practical products,” explained Mr. Nguyen Huu Quynh, IT Section Head of the Sun Group and a jury member. “It is an environment where they can learn, exchange ideas and hone their skills. Many of the submissions in this year’s contest were aimed at the practical needs of work and leisure, demonstrating the creative passion of the young when they apply information technology to solving life’s issues. In addition, to launch their products successfully, they must rely on the solid foundation of knowledge acquire at school, combined with the ability to master and exploit the potential of their software. With the encouragement of the Microsoft Innovation Center at Duy Tan University, I believe that more and more technology will be developed to help our community.”

In the final round of the 2015 DTU Innovation Cup, each team had 15 minutes to present their idea, the features, functionality and feasibility and demonstrate it. The FOUR GUYS team, together other DTU students and the Ton That Tung High School won the 5 million VND First prize, a cup, a certificate of achievement, two Lumia phones and two English scholarships at the Anh Viet Foreign Language Center. Their application “Controlling a Smart House - Super Smarthome” runs on the Arduino UNO R3 platform, via Wi-Fi, enabling the user to control home appliances, anytime, anywhere, through a telephone or computer. The FOUR GUYS use an acceleration sensor on a mobile device to move around the screen, and include exciting 3D graphics, with randomly generated obstacles, to vary user experiences.

The Mr. Bigger game by the HKT-H1 team (DTU) was awarded a Second prize of four million VND, a certificate of achievement, one Lumia phone, and one English scholarship at the Anh Viet Foreign Language Center.

The MELY team from FPT Polytechnic, with their Ball Goal game and the BLACK LIZARD team from the Danang University of Technology with their Anera game, each won Third prizes of two million VND, one Lumia phone and one English course.

The Innovation prize of two million VND, a certificate of achievement and one Lumia phone was awarded to the DTU ARROWS STUDIO team with their Stone Age Baseball game.

Delighted to win First prize, Duong Dong Long, of the FOUR GUYS team said, *“With ‘Controlling a Smart House - Super Smarthome’, we aimed to offer a useful, smart but affordable product. The main difficulty we had was that we did not know enough as first-year university or high school students. With our initial idea, we did much research through the internet, books, and articles, and, meanwhile, were very lucky to receive additional dedicated support and guidance from the MIC@DTU experts. This First prize motivates us to excel in our studies and research, and to continue chasing our dreams.”*

The winning teams will get continuing support from the MIC@DTU to improve their skills, to refine their products, and to confidently compete in all the national and international competitions organized by Microsoft organizes, such as the Mobile Hackathon and the Imagine Cup.

(Media Center)