

RULES · Digitópia Dreams Competition · Digitópia 2010

1 · WORKS

- 1.1 · Entrants shall submit an idea for their dream instrument, interface or software.
- 1.2 · Only original and yet to be materialized ideas will be admissible.
- 1.2 · The winning entries shall be developed under a Creative Commons license - <http://creativecommons.org/about/licenses> .

2 · SUBMISSION

- 2.1 · Works shall be submitted by email to the address competitions@digitopia-cdm.net , with the contact information of the applicant - full name, nationality, date of birth, email address - on the email body.
- 2.2 · Each applicant is free to choose the best way (text, schemes, videos, etc.) to present his or her idea.
- 2.2 · The closing date for entries is 03/04/2010, at 23:59 GMT.
- 2.3 · All successful submissions will receive an auto-reply by email.
- 2.4 · Each applicants may submit up to three ideas.

3 · JURY

- 3.1 · The jury will be comprised of Peter Kirn (president), Paulo Maria Rodrigues and Rui Penha.
- 3.2 · Judging will be based on each submission's innovation, originality, feasibility and inclusive potential.
- 3.3 · The jury will announce its decision on 02/06/2010, through Digitópia's website - <http://digitopia-cdm.net> .
- 3.4 · The jury may decide that none of the works submitted merit selection.
- 3.5 · The jury's decision shall be final.

4 · PRIZE

- 4.1 · The winning applicant will be invited to collaborate with Casa da Música and Digitópia's team on the development of his or her project.
- 4.2 · At least two copies of the project will be built, one for the applicant and other for Casa da Música.
- 4.3 · The complete process will be documented and shared under a Creative Commons license - <http://creativecommons.org/about/licenses> attributed to the applicant.