

## Frequently Asked Questions (FAQs)

### ? 1. Who can participate in the competition?

**Answer:** Participants must be either students at accredited universities or Young Professionals (YPs) who received their first professional degree within the past 15 years. Entrants must be at least 18 years old and reside in a country where participation is legally permitted.

### ? 2. How many members can a team have?

**Answer:** Teams can have **1 to 5 members**. Each person can participate in only one team. Teams must be finalized at the time of submission and cannot be modified afterward.


### ? 3. What are the three available theme categories?

**Answer:**

- Healthcare Applications in Digital Learning
- Sustainable Smart Cities and Urban Innovation
- Advanced Learning in Educational/Classroom Environments

### ? 4. How do we register and officially submit a project?

**Answer:**

- Step 1: Express interest via the online form at  <https://metaversereality.ieee.org/competition>
- Step 2: Submit your **Team Project Submission** (PowerPoint + Video) during the official submission period. Submission portal will be provided after the knowledge-sharing webinars.

### ? 5. What should our submission include?

**Answer:**

- A **PowerPoint presentation** (max 5 slides) describing the concept, theme, and educational impact.
- A **5–7 minute video** (.mp4) demonstrating the simulation and its core features.

### ? 6. What are the judging criteria?


**Answer:**

Projects will be evaluated based on:

- Simulation-based learning effectiveness (25%)
- Creativity & innovation (20%)
- Educational impact (20%)
- UI/UX & engagement (15%)
- Integration of AI/gamification (10%)
- Sustainability & accessibility (10%)

**? 7. When is the submission deadline?**

**Answer:**

 The final deadline for project submissions is **September 1, 2025, at 23:59 PM EDT**.

**? 8. Can we submit an already published or past project?**

**Answer:** No. Your project must be **original**, not previously published or submitted elsewhere. You must own full rights and comply with submission rules.

**? 9. Can our project be a mobile or web-based simulation, or does it have to be VR/AR?**

**Answer:** Yes, simulations can be developed in **2D or 3D environments** and may run on desktop, web, mobile, or immersive platforms (e.g., VR/AR). The key evaluation focus is on the **interactivity, innovation, and learning effectiveness**, not the platform.

**? 10. Are we allowed to use pre-built assets or open-source libraries?**

**Answer:** Yes, you may use publicly available assets and libraries as long as you **credit the sources properly**, and your final submission represents **original integration and educational innovation**.

**? 11. What is the expected level of technical complexity?**

**Answer:** We encourage **creative and functional prototypes**. Submissions demonstrate an **educationally valuable simulation**.

**? 12. Will our simulation be evaluated live, or only based on our submitted materials?**

**Answer:** Evaluation is based entirely on the **PowerPoint and video submission**. Make sure your video **clearly showcases features, interactions, and value**, as the judges will not have access to live demos.

**? 13. Do we need to submit code or technical documentation?**

**Answer:** Your PowerPoint and video should be sufficient to explain the **concept, implementation, technologies used, and educational value**. Please incorporate **your source codes or developed platform links into the PowerPoint**.

**? 14. Can a team submit more than one project if it fits different themes?**

**Answer:** No. Each team can submit **only one entry**, and that entry must clearly specify which **theme category** it addresses.

**? 15. What technologies or tools can we use to build our simulation?**

**Answer:** You are free to choose tools based on your technical preferences. Some tools include:

- **Unity or Unreal Engine** for immersive 3D simulations
- **WebXR, A-Frame, or Three.js** for web-based applications
- AI integration via **TensorFlow, Dialogflow**
- AR/VR development with **ARKit, ARCore**

**? 16. What happens if a team member drops out during the project development?**

**Answer:** Team composition **cannot be changed after project submission**. If someone leaves before submission, you may reconfigure your team as long as it meets the 1–5 member limit. Final member list must be confirmed at the time of submission.

**? 17. Are there any preferred programming languages or platforms for development?**

**Answer:** No preference is given. You may use **any language, engine, or platform** (e.g., Unity with C#, Unreal with C++, WebXR with JavaScript) that best supports your simulation’s educational goals. Judges evaluate the impact, not the tech stack.

**? 18. Can the simulation be a collaborative, multi-user experience?**

**Answer:** Yes. While not required, **collaborative or multiplayer simulations** are encouraged if they enhance learning, accessibility, or interactivity.

**? 19. Is there a minimum duration or complexity for the simulation?**

**Answer:** There is **no minimum complexity**, but the simulation must be **functional enough** to demonstrate its intended purpose and learning outcomes. The video should clearly show how a user interacts with and learns from the system.

**? 20. Can we submit a prototype that uses external services or APIs?**

**Answer:** Yes, external services (e.g., OpenAI, Firebase, or Map APIs) are acceptable as long as your submission is original and does not violate any third-party licensing.

**? 21. Will there be mentorship or support during the challenge?**

**Answer:** Yes, registered participants will have access to a **Knowledge-Sharing Webinar Series**, where experts will present tools, best practices, and case studies. This is an excellent opportunity to ask questions and refine your simulation design.

**? 22. Are there expectations for accessibility and inclusivity in our design?**

**Answer:** Yes. One of the judging criteria includes **sustainability, accessibility, and ethical considerations (10%)**. Designing for users with diverse needs is highly encouraged and may positively influence your overall score.