



📌 Programming

📌 Computer Art

📌 Hardware Control

📌 Short Movie

📌 Robotics



National Selection:  
5-6 April 2013  
Bucharest, Romania

International Informatics  
Project Competition  
16-20 May 2013  
Bucharest, Romania

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The University of South East Europe Lumina is the newest educational project of Lumina Educational Institutions Foundation, active for over 18 years in the Romanian educational environment. Looking at the success obtained in high school education, where students of the International Computer High school of Bucharest obtained over 180 medals in national and international contests, opening our own university followed naturally. By establishing the university, we aim at continuing the tradition of performance education by offering students real opportunities for personal and professional growth.

By looking at the university campus, built and equipped to host a modern educational system, at the courses and academic staff and at the opportunities for internship offered, The University of South East Europe Lumina may be considered one of the most modern universities in Romania.

### **A university for South-East Europe**

Until now, the elite university environment has been dominated by the big western academic centers, whose longevity, experience and resources are well above those of East-European universities. With the help of Lumina Educational Institutions Foundation, our university has now both the material resources and the experience to implement a quality educational system at university level.



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## Robotics

### *Mini Sumo, Line Follower and Puck Collector*

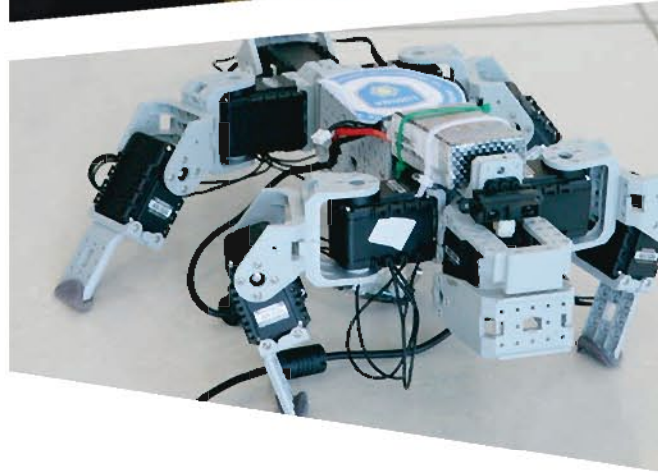
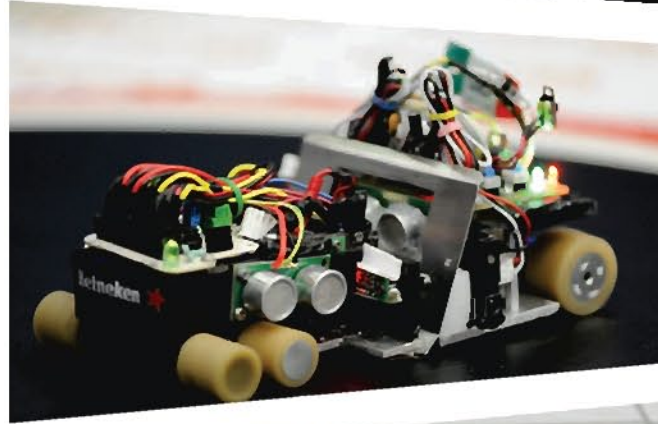
Design, build and program robots!

People have a certain interest in robotics and it is increasing potentially.

To make the new generation more curious and passionate about robots, several competitions have been held in different countries around the globe.

InfoMatrix invites the best minds from around the world to compete in Robotics category.

For more detailed category descriptions, regulations and criterias, visit [www.infomatrix.ro](http://www.infomatrix.ro).



## About InfoMatrix

InfoMatrix is an international computer project competition, born from a desire to bring the world's best IT students together. The competition is not just about promoting professional excellence, it also serves to promote intercultural dialogue and cooperation, through the involvement of students and teachers from many different countries. Amongst other collaborators, InfoMatrix has also the support of the Romanian Ministry of Education Research Youths and Sports. The first edition was held in 2002 as national contest, taking the scale every year and numbers to reach thousands of participant teams from 38 countries in 2012.

InfoMatrix spread throughout the world, achieving partnerships with countries involved, such as from 2008 we are proud to work with InfoMatrix America, organized by Group of Education of Mexico, from 2009 Hong Kong and Ukraine and from 2012 Feza Education company from Tanzania have organized the local phases in their countries. For InfoMatrix 2013 we have signed partnership agreement with Isik Schools from Australia for InfoMatrix local selections.

The 11th edition InfoMatrix 2013 is conducted in three phases during which projects will be selected and, ultimately the best will be awarded. For the semifinal round the teams will submit projects on the Infomatrix website. Qualified projects for the final will be invited to Bucharest on 16-20 May 2013, where will be the final.



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## Schedule 2013

- ⚡ Registration Starts: November 1st 2012
- ⚡ Deadline for Uploading Projects: 22 March 2013
- ⚡ National Selection: 5-6 April 2013  
*Bucharest, Romania*
- ⚡ Final: 16-20 May 2013



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## Short Movie

Make a short movie which offers solution for a better education in your school.

Create and demonstrate a method for a better education in your school. Create a video (short film) in which you will convey your message in a story enhanced with visual and audial effects by using popular video editing tools like (After Effects, Sony Vegas, Movie Maker, Adobe Premiere, Final Cut, iMovie, Pinnacle Studio, Ulead Video Studio etc.)

Time limit for the movie: minimum 3 minutes, maximum 15 minutes.



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## InfoMatrix Local Phases



**InfoMatrix South America** organized by Grupo Educare Mexico



**InfoMatrix Hong Kong** organized by Hong Kong Innovative Technology Education Association.



**InfoMatrix Africa** organized by Feza Education Company



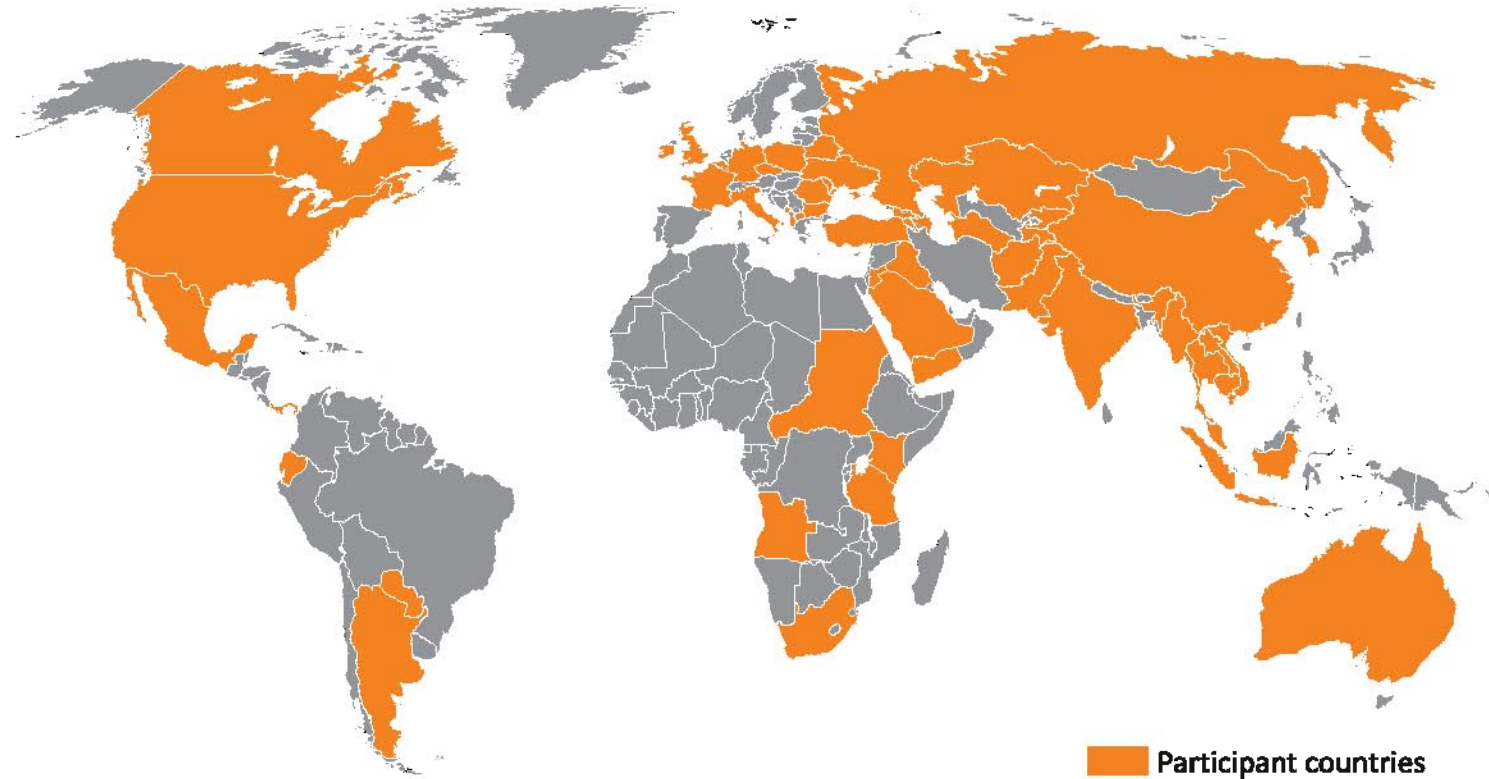
**InfoMatrix Ukraine** organized by Intel Eco-Ukraine



**InfoMatrix Romania** organized by Lumina University



**InfoMatrix Australia** organized by Isik Schools



Participant countries



## Computer Art

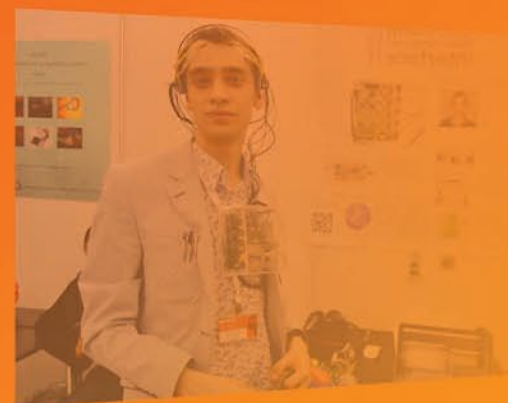
Can you use digital image software or video editor? How about 3D Design software? Are you able to turn a plain white background into a stunning display of creative talent? Or maybe make short films from static 3D environments?

In this section you have to create 2D/3D images, animations, TV spots, videoclips or computer videos using whatever software can get the job done. 3DSMax, Maya, Adobe Photoshop, Flash, Sony Creative Softwares or any digital imaging product may be used as the developing platform.

"A picture is worth a thousand words" - so just think how much you could express with more pictures combined in a website.



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## Programming

Create an application (i.e. Utility Programs, mobile application for Android or IOS, Edutainment and Entertainment applications, Intranet and Internet applications), GNU/Linux, FreeBSD or Apple MacOS X etc.

You may use any programming language (or scripting languages) you wish C++, C#, Java, Pascal, ASP, ASP.NET, PHP etc.). It is crucial that an application has usability and a proper easy-to-use interface as well as functionality. But of course, none of these matter is the key element is missing: a good idea.

If you think you're up to the challenge and are able to create a working program from top to bottom, you should definitely give it a try!



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## Hardware Control

Create a software controlling or cooperating with an electronic/mechanic device.

You are free to choose from anything! You should try to piece together your own original device, from whatever spare parts and tools you have at your disposal. However, it needs to have a software component which interacts with the hardware parts.

Creativity is as important as mechanical and programming skills in this section. Your only limit is your own imagination!



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SOUTH-EAST EUROPE