Asha Touch Competition 2012Q3

Competition complete and winners selected

The Winners

The grand prize winner is Noel.Anonas for the article Playing whacking game with Accelerometer Sensor. This article explains how to write a simple rabbit-hitting game using both the Sensor and Gesture APIs. This is a winner because the APIs are relevant and their use has been well-explained in a real and relevant context (a game). The game is also really fun!

We've chosen to award 7 community winners rather than the 6 originally promised. The remaining article winners are listed below:

- lorion84 for his article Optimising Nokia Asha Web Apps for speed by eliminating server round trips. This explains how to write a highly responsive Series 40 Web App by avoiding server calls after initial load. It is well explained and shows a good understanding of the intent and strengths of the web apps platform.
- shaii for his article Extending LWUIT components on Series 40. This code example shows how to extend the Java ME LWUIT framework to create new UI layouts. This article is innovative and well written, and best of all provides a new container component that developers can use out-of-the-box in their applications. shaii wrote a number of other really cool articles and example, including Create a page flip effect in Java ME and Creating an Ad component in LWUIT. See the entries for more great work!
- igordsm for Using Swipe Events with dynamic content in Nokia Asha Web Apps. This well written article provides a workaround to a major limitation of the framework for gesture support. igordsm 's other article Adding In-App Advertising to Nokia Asha Web Apps is also really useful, and will help Series 40 developers better monetise their web apps.
- eetomla for Using jQuery Mobile in Nokia Asha Web Apps. This article explains how you can build cross platform Web App UIs using jQuery Mobile, and opens up a whole community and set of UI components and tools to Series 40 Web App developers. eetomla 's other entry Developing Google Reader client for Series 40 with Web Tools is also well worth reading.
- adarsha_saraff for Displaying Nokia Maps in a Form in Java ME. We liked that it was useful and well written. While it's not the only approach to solving the problem, this one makes it easy to add an interactive map inside a Form with very little code. Adarsha created a number of other articles - we also particularly liked Mapping points of interest using Java ME.
- oniongarlic for Developing Nokia Asha apps on Linux. This article opens up Series 40 development to Linux developers, who otherwise might not have taken the time to explore the platform. Very popular with our product management judges!
- jasfox for Creating a Map Type Selector for the Maps API for Java ME. This article is one of the best written in the competition, and shows not only how to create a great UI for selecting the type of map to display, but also how to gracefully fall back to alternative UIs on lower spec devices. Jason is a Nokia employee so will be prized separately.

The winners for the "feedback" section are:

- internetlabor for his very focused and relevant feedback around core app development. The issues raised showed a great understanding of the product and what areas most need improvement
- e4studio for uncovering two bugs (we are planning to fix these in the next release)

While only the above winners will receive prizes, the judges also wanted to particularly highlight the contributions by igordsm , shaii and User:Reavitz . In all cases the feedback was well thought out and genuine, and will result in ongoing improvements to the platform. The judges also wanted to thank all other contributors for taking the time to help us better understand your needs.

Please join me to congratulate Noel.Anonas and all the other winners on the discussion boards.

Competition background

The Nokia Asha device range is based on *Series 40 Developer Platform 2.0*, a major platform refresh which provides smartphone-like features and performance on lower cost devices. In addition to the intuitive new touch user interface, the platform provides flexible monetization options, improved mapping and navigation, and more sensors. We've also made development a whole lot easier, with a significant evolution of our Java SDK and Web App Tools.

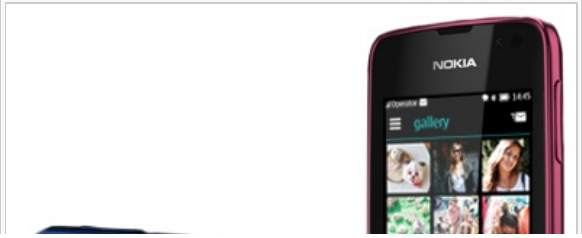
To celebrate the new platform and SDKs we're holding a wiki article competition covering both Java and Web Apps. The GRAND PRIZE will be flights, accommodation and entry to a Nokia sponsored event in the winner's region, along with a phone prize pack containing both the Nokia Asha 311 and Nokia Asha 303. At least 5 other wiki contributors will also be awarded the same phone prize pack.

Competitors will submit articles, tutorials and guides that showcase the opportunities offered by Asha Touch. We've listed a wide range of ideas below to get you started.

Because we need your help to create the very best tools possible, we will also give a Nokia Asha 311 to the person who submits the most useful feedback about the new Java SDK here and to the person who submits the best feedback on the Web Tools here.

Getting started with Asha Touch

Java is the "native" platform for Series 40 development. It provides a deep and broad integration with Series 40 and is the easiest development framework to use if you're moving to Series 40 from other Java-based mobile platforms. Everything you need to develop using Java on Series 40 is in the "all in one" SDK. There are also a large number of examples, community provided projects and wiki articles:



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- Java Home Page
- Nokia SDK 2.0 for Java (beta)
- Java Developer's Library (library)
- Series 40 Full Touch Design Guidelines (library)
- Porting to Series 40 (library)
- Light Weight UI Toolkit (LWUIT) for Series 40 (project)
- JDL Code Examples (library)
- Java Projects (projects)
- Category:Series 40 Developer Platform 2.0 (wiki)
- Java Discussion boards

specifications/Asha 311/ Nokia Asha 311.

Web apps are particularly suited for accessing content that is already hosted on the Internet, particularly if you are already familiar with web technologies like HTML, CSS and JavaScript. Like Java apps they can be sold through Nokia Store and share many of the same monetization options. Everything you need to develop Web Apps is in the Nokia Web Tools. Additional resources, including including libraries, projects and wiki articles are linked below:

- Nokia Web Tools 2.0 (beta)
- Nokia Asha Web Apps Library (library)
- Web Developer's Library (library)
- Other site resources
- Category:Series 40 Developer Platform 2.0 (wiki)
- Series 40 Web App Projects (projects)
- Web discussion boards

How to participate

First download and install the Java SDK or Web Tools. Then write a great tutorial, guide or an article with code, which highlights some useful, innovative or interesting aspect of how to develop for Asha. When you're done, provide some feedback on the tools you used (Java SDK and Web Tools) for another chance to win.

To encourage early and sustained contribution we've decided to award the prizes across the competition. The winners of the first three prize packs will be selected at the end of July. If you don't win then your articles remain valid entries when we award the other five packs on the 31st August 2012. The single best entrant at the end will be the winner of the grand prize. Note that if the grand prize winner was one of the same people who won the earlier segment then they won't get an additional phone - that will go to the "runner up" as assessed on the last day.

Here are the competition rules:

- The original article and any associated Code Example are submitted under the site Terms & Conditions. Code may be hosted on Nokia Projects, particularly if it is to continue development after the competition completes.
- Articles must be written in English. Translations may be provided in other languages, but only the English version will be judged.
- The article should include the text: **{{Note|This is an entry in the [[Asha Touch Competition 2012Q3]]}}**.
- Add a link to your article as a comment to this page before the segment ends to be eligible for judging
- Developers can create one or many articles. However there is only one prize per winner.
- Teamwork is allowed and even endorsed, but only one prize will be granted to a winning team (this will go to the person who *creates* the article initially). Teams may also receive additional complementary Nokia products.
- At least 6 prize packs will be awarded for wiki articles. A Nokia Asha 311 will be awarded to the developer who provides the best feedback about the Java SDK and to the developer who provides the best feedback for the Web Tools (remember though, only one prize per developer!)
- Articles must be submitted by 23:59 GMT on segment end dates (31st July 2012 and 31st August 2012).

See the fine print for more information.

The prizes

The single best article/contributor will win the GRAND PRIZE, a phone prize pack containing both the Nokia Asha 311 and Nokia Asha 303, along with accommodation, flights and entry to a regional Nokia event. This will be a great opportunity for meeting both Nokia and other developers in your community.

We will award the same phone prize pack to at least 5 other worthy contributors, out of which 3 winners will get their device pack in the first segment at the end of July, while the rest of the winners will be selected at the end of the competition (end of August). Note that we've chosen to award two devices to give our winners the chance to play with our latest Series 40 devices in both full touch and touch-and-type variants.

We will also give a Nokia Asha 311 to the person who submits the most useful feedback about the new Java SDK here and to the person who submits the best feedback on the Web Tools here.

On top of all that, winning a Nokia Developer competition gives you instant fame and kudos in the community and promotion through the wiki and social media. It also looks really great on your CV!

Evaluation of entries

The articles will be judged by the Wiki Moderation team and selected Nokia technical experts after the competition period. They will be assessed first and foremost by the usefulness, quality, and presentation, of their technical information. Multiple entries are encouraged but will be assessed on their individual merits - so a single great entry will win over multiple less-good articles.

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We will be prioritizing articles which better show off features that are new to the platform (like the touch UI and LWUIT, monetization APIs, Series 40 UI).
We will also highly value articles that are “locally relevant” to developers in your area (see Stuck for ideas? for examples).

The Java SDK and Web Tools feedback will be judged by members of their respective development teams.

The results are expected to be announced within a few weeks of the end of the competition.

Feedback

Generic questions or comments concerning this competition can be addressed as comments to this wiki page.

Feedback about the Java SDK and Web Tools should be provided on the discussion boards at the links below. Note that the best feedback for each SDK will be awarded a prize.

- Java SDK Feedback
- Web Tools Feedback

Stuck for ideas?

The primary focus of this competition is Series 40 Full Touch. We're interested in innovative articles about any aspect of migrating to the renewed UI and utilizing the new features introduced with the refresh of the Series 40 platform. To give you an idea of exactly how broad in scope we're hoping entries will be, below are a few ideas:

- Using features and APIs offered in Full Touch, including:
  - in-app purchasing
  - in-app advertising
  - location and mapping
  - sensors
  - imaging
  - LWUIT
  - etc.
- Articles about new & improved UI components. See Community Java ME UI Components for Series 40 for ideas like:
  - Segmented buttons in forms
  - Alert dialogs that respond to progress updates
  - Choice lists with better UI interaction
- Coding for performance / optimisation tips
- Architecting applications to minimize the cost of targeting across the range of Series 40 devices (full touch, touch-and-type, non-touch)
- Porting between Series 40 (especially but not limited to full touch), and other “Java” platforms: Android, Blackberry, Java on Symbian etc.
- Creating compelling user interfaces with custom themes, transitions and animations for Series 40 Full Touch using LWUIT
- Creating a platform consistent user experience when using LWUIT or your own custom UI based on Canvas
- Examples of innovatively renewed UIs for Series 40 full touch
- Guidance that is "locally relevant" in Series 40 - for example: optimising for battery life in countries where electricity supply for recharging is unreliable or making it easier to share a phone in a group where communal phone ownership is more common. You know what your local developers need most!

Competition entries

- Noel.Anonas
  - Playing whacking game with Accelerometer Sensor
- lorion84
  - Optimising Nokia Asha Web Apps for speed by eliminating server round trips
- adarsha_saraff
  - Mapping points of interest using Java ME
  - Developing Metro or Panorama UI for Series 40 full touch
  - Designing Series 40 apps with Nokia UI API and Canvas for Great User Experiences
  - Displaying Nokia Maps in a Form in Java ME
- r60600
  - Archived:Optimize HERE Map Type Selector for Asha 305, Asha 306 and Asha 311
  - Archived:Update Nokia Online Maps Style for Asha Full Touch
- igordsm
  - Using Swipe Events with dynamic content in Nokia Asha Web Apps
  - Adding In-App Advertising to Nokia Asha Web Apps
- shaii
  - How to create a java color picker app
  - Create a page flip effect in Java ME
  - Using the Accelerometer for cool apps in JavaME
  - Creating an Ad component in LWUIT
  - Integrating Nokia maps in LWUIT application
  - Extending LWUIT components on Series 40
- e4studio
  - How to display multiple RSS feeds in a Nokia Asha Web App
- Thomas Tursics
  - Nokia Asha Web Apps Tutorial - from SDK installation through to store publishing
- eetomla
  - Using jQuery Mobile in Nokia Asha Web Apps
  - Developing Google Reader client for Series 40 with Web Tools

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- lightwind
  - Blocks game Series 40 Web App
- oniongarlic
  - Developing Nokia Asha apps on Linux
- jasfox
  - Creating a Map Type Selector for the Maps API for Java ME

The fine print

The main sponsor of the Wiki Contribution competition is Nokia Corporation, Finland (“main sponsor”). The competition is a competition of skill. No purchase or admission fee is necessary to participate. By participating in the Wiki Contribution competition the participant indicates his/her/its acceptance to these rules and agrees to be bound by them as well as any rules and regulations of Nokia Developer and the Developer’s Wiki. You acknowledge and agree that no form of cheating will be tolerated. Any persons found cheating, as determined in the sole and absolute discretion of the main sponsor, will immediately be disqualified from the contest. To the maximum extent permitted by applicable law, the main sponsor reserves the right at its sole discretion to amend, withdraw or revise these rules and the prizes at any time without notice and in such event the main sponsor shall not have any liability whatsoever.

This Wiki Contribution competition shall not constitute a commitment or create a joint venture, partnership, agency or other business relationship between the participants and the main sponsor of this competition. This Wiki Contribution competition shall not either be understood to grant to any participant whether expressly or by implication any ownership, rights or license to any intellectual property rights of the main sponsor and vice versa. To the maximum extent permitted by law, Nokia shall not be liable for any damages arising out of the participant’s participation to the Wiki Contribution competition. The laws of Finland shall be applicable to any disputes arising out of the Wiki Contribution competition. Unless otherwise provided for in applicable mandatory legislation, such disputes will be finally settled in the public court of Helsinki.

Nokia Developer employees and contractors are not eligible for this contest. Other Nokia employees are eligible with the following limitations:

- You should not be directly involved in the development of the Series 40 platform or SDK offering
- You should use only the published (public) tools and resources (SDKs)
- Submissions from the Nokia employees will be judged and prized separately from 3rd party developers.
- For the purposes of this competition, a Nokia employee is anyone who has the email extension "@nokia.com". This condition may be waived for external contractors at the discretion of the judges.

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