**Ocean Contest for China**

The “Ocean Academic Competition” is a software development competition that involves the creation of an innovative plug-in that addresses a problem or challenge facing the discovery, assessment, extraction, or production of hydrocarbons in any reserves. The plug-ins will be made for the industry-leading Petrel E&P software platform using the Ocean Software Development Framework.  
  
The Ocean Team at Schlumberger has held several competitions internationally over the last few years, but this is the first time a competition will be held in China.  
  
This event is scheduled to take place throughout the Spring of 2019 with a finalists judging event in May of 2019.  
the exact dates will be communicated in due time upon confirmation of your interest to participate.  
  
The following are the rules for the competition and the teams participating in it:

* Students only (full time student, graduating not before 2019)
* Teams can be no larger than 5 people.
* Plug-ins designed by the teams must address a topic or challenge involving hydrocarbons in reserves.
* Inter-department teams and multiple teams per university are allowed.

The following are recommendations for the competition:

* Teams should contain at least 1 programmer and 1 geologist, geophysicist, or petroleum engineer with domain experience.
* Participants should have knowledge of the C# programming language and/or the Ocean Development Framework (the competition will include an introduction to the Ocean Development Framework as well as resources on getting to know the Ocean for Petrel API).

We are looking forward to your response.

Best regards

SauThen, Chin

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