**Q: Who can participate in Ocean Competition 2019?**A: All the full-time students (graduating not before 2019) from China are eligible to participate. At the maximum, there can be four members in a team

**Q: What is the procedure to participate/register in Ocean Competition 2019?**A: The interested teams will have to register by visiting the “link”. Click on the “Registration” tab and complete the online registration process by providing all the mandatory details. You will also have to provide a POC (proof of concept which is a rough draft or abstract) of the plug-in idea that you are planning to develop. Teams will be shortlisted based on their POCs.

**Q: When will the registration for Ocean Competition begin?**A: Registration will begin tentatively in the beginning of March. To stay updated with the announcements related to the competition, please visit “Ocean store link”. Also, join the group “Ocean Connecting Ideas” on Facebook.

**Q: What are the trainings require in order for me to be technically competent enough to participate?**

A: To write a plug-in a team would use C# and Ocean Framework. We will provide the training material links. You will also need Visual Studio professional 2012 or above which a runtime development environment which will help in writing C# programs. Normally all the universities have a licensed version/student key of Visual Studio.

**Q: What all artifacts I have to create while participating in this competition?**  
A: You will have to submit the following artifacts during participation :   
C# based windows application. You will have to submit the complete source code.  
• We will require the installer of the above application in .pip format(the training material that we send you contains detailed steps of how to create a .pip file)  
• Three documents:   
1. User Manual(.doc) – it contains the theory behind the idea plus a working demonstration of the complete plug-in.  Screeshots should be provided wherever applicable.  
2. Installation Guide(.doc) – It contains step by step instructions along with screenshots to install the plug-in.  
3. Test Cases(.xls) – Test Cases contains the various workflows that an end user should try on the plug-in. Mention the Test Action,Test Result,Status.

**Q: What happen after registration closed?**A: We will review all the POCs received and depending on that we will announce the teams that are shortlisted for the next round. The announcement will happen tentatively within 10 days of registration closure.

**Q: What happen if I get selected for post registration?**A: You will start working towards developing your plug-in idea. We will be sending you all the softwares except Visual Studio to be installed along with the instructions on setting up a development environment. You will be requiring four installers from us to start writing plug-ins : Petrel 2016.exe,Ocean2016.exe,SchlumbergerLicensing.exe and CodeMeter.exe.  
Along with this we will also provide with necessary training material on Ocean Framework and dongles to host license to use Ocean and Petrel.  
For any kind of problem with the installation of you can contact the SPOC.We will tentatively give a month’s time for submitting us the first working proof of your application.

**Q: Can I change the plug-in idea from the one I previously submitted with my POC?**A: If the plug-in idea you gave is considered as a good idea by our experts, in that case you will have to stick to your idea. However if it has been rated as medium in that case we will provide you with an alternative list of ideas and you can pick any one out of them.

**Q: What is the cancellation policy for my conference registration?**  
A: You can de-register yourself from the event by sending us an email and expressing the reason for deregistration.