

“APPLICATION OF CHATGPT TO LEARNING” CONTEST RULE

1. Purpose

The contest aims to find chatGPT usage applications and evaluate whether chatGPT is helpful in general and particularly in learning.

Create a playground for domestic and international students to share practical applications of GPT chat in learning.

2. Organizer

FUNiX Online Education Company

Website: <https://funix.edu.vn>

3. Time

16/03/2023 – 31/03/2023 (2 weeks)

4. Participants

- Students who have or are currently studying at FUNiX
- Domestic and foreign students at all levels.

5. Rules

- Topic: "Is ChatGPT helpful or unhelpful in learning?"
- Contest content: You can present your entry in any form: photos, videos, articles, slides, drawings, songs, poems, etc. to show the helpfulness or not the unhelpfulness of ChatGPT in your learning process. You must provide proof of yourself having used ChatGPT to support that opinion.
- Entries can be presented in 1 of 3 languages: Vietnamese, English, and Japanese.
- To use ChatGPT for free, please visit the page [FUNiX Udemy - Corporate training](#), go to the send message, and type /gpt syntax to ask a question. Details are included [here](#).
- Submit your entries at the following link: <https://forms.gle/hp5wbiDpDXfawxcr9>
- You can submit multiple entries, but the content of each submission must be different.
- Entries submitted within the day will be posted on [FUNiX - Learn to program online](#). Entries submitted after 9 pm will be posted the following day.

6. Prize: Total prize value 33,500,000 VND

- Category: Helpful ChatGPT

Prize name	Describe	Total Amount	Value
First prize	Decided by the contest organizer.	1	5,000,000

Second prize	Based on the following criteria: - Content demonstrates the helpfulness or unhelpfulness of ChatGPT in your learning in the most interesting way. - Unique presentation. If there is no worthy product, they may not be awarded.	1	3,000,000
Third Prize		1	2,000,000
Audience Choice Award	The entry with the most interactions on FUNiX's fanpage by 2 categories "Helpful" and "Unhelpful", specifically: like = 1 point, comment = 2 points, share = 3 points	1	2,000,000

- Category: Unhelpful ChatGPT

Prize name	Describe	Total Amount	Value
First prize	Decided by the contest organizer.	1	5,000,000
Second prize	Based on the following criteria:	1	3,000,000
Third Prize	- Content demonstrates the helpfulness or unhelpfulness of ChatGPT in your learning in the most interesting way. - Unique presentation If there is no worthy product, these prizes may not be awarded.	1	2,000,000
Audience Choice Award	The entry with the most interactions on FUNiX's fanpage by 2 categories "Helpful" and "Unhelpful", specifically: Like = 1 point, Comment = 2 points, Share = 3 points	1	2,000,000

- Other prizes:

Prize name	Describe	Total Amount	Value
The person who submitted the most products		1	1,000,000
The most impressive contest using ChatGPT in learning in the fields of IT, art, economics, education,...	Maximum 7 (seven) prizes. One prize for each field will be chosen if it is worthy.	7	1,000,000
The entry with the most impressive presentation.	The prize is decided by the organizer.	1	1,000,000

7. Other provisions

- FUNiX reserves the right to use the entries for communication.
- In all cases, the organizer's decision is final.
- Any questions about the program, please contact the contest organizer via email hungnx@funix.edu.vn or phone number: 0345112469