

# Cha-ching

Need some extra cash? Enjoy a challenge? Not afraid of a little competition? If this sounds like you, then put on your coding cap and dive into an open source contest.

By Rikki Kite



Cara Purdy, fotolia.com

**A**s I write this column, US politicians are passionately debating the dismal state of our economy. Maybe they should be busily coding to help balance the budget? This month, I offer you a roundup of a few potential new revenue streams.

## XBRL Challenge

In July, XBRL US announced the XBRL Challenge [1], and the winning developer, team, or company will take home the US\$ 20,000 grand prize. XBRL US is a nonprofit consortium for the extensible business reporting language standards in the US market. The announcement says, "XBRL is expected to help usher in a new generation of tools that can be used by investors, analysts, businesses, regulators, watchdogs, economists, and academics to gain insight that is currently out of reach or prohibitively expensive to acquire." Prizes will be awarded February 2012 for the "most inventive and useful application leveraging XBRL-formatted data from the US Securities and Exchange Commission (SEC) EDGAR database" submitted by January 31, 2012.

## Thecus Open Source Module Competition

To help promote its newly released Thecus SDK to third-party developers and grow its developer community, Thecus announced [2] an open source module competition, which is running in two rounds: June 20–August 31 and September 1–November 30. The IP storage server and network video recorder solutions provider will be giving away cash and product prizes to the winning entrants. In addition to awards for the top three places, prizes will be awarded for best entertainment/multimedia, backup, utility, server, and security modules

and the "People's Choicest Module Award" category. The first 10 certified submissions win a Thecus D0204 DAS.

## Adobe AIR App Challenge

Adobe and Sony teamed up on an Adobe AIR App challenge and are giving away US\$ 200,000 in cash prizes and awards. Submissions must be created with Adobe Flash Professional, Adobe Flash Builder, or Flex SDK; compatible with Android 3.1 or later; optimized for Sony Tablet S2 with the Adobe AIR native extension; and compatible with Sony Tablet S1 [3]. The contest requirements state that the final app must be uploaded to the airappchallenge.com website and deployed on the Android Market by November 11, 2011. Prizes range from US\$ 100,000 for the Grand Prize to US\$ 20,000 and 10,000 for other categories. All winners also get "Premium Promotion" on the Sony Tablet.

## uDevGames

Mac enthusiasts should check out the uDevGames [4] contest sponsored by iDevGames. Entrants have until October 2, 2011, to create a game that will be subjected to a public vote for "Best Overall Game." Other prizes will be awarded in the best gameplay, graphics, audio, and story categories, as well as most original and polished games. All game submission source code will be released under an open source license. Game on! ■■■

## LIKEABLE LINKS

- [1] XBRL Challenge: <http://xbrl.us/News/Pages/20110712.aspx>
- [2] Thecus competition: [http://www.thecus.com/media\\_news\\_page.php?NEWS\\_ID=3271](http://www.thecus.com/media_news_page.php?NEWS_ID=3271)
- [3] AIR App Challenge: <http://www.airappchallenge.com/>
- [4] uDevGames: <http://www.udvgames.com/>

## RIKKI KITE

Rikki Kite is Director of Marketing at Advanced Clustering Technologies in Kansas City, Kansas. In addition to *Linux Magazine* and *Linux Pro Magazine*, Kite has been published in *Sys Admin Magazine* and *UnixReview.com*. She can be contacted at [r kite@advancedclustering.com](mailto:r kite@advancedclustering.com).