

Take the IBM Linux Scholar Challenge

New Challenges and new chances to participate in a Linux Contest. College and university students can make improvements to Linux, create usability tools or enhancements, or design Linux applications.

2002 Linux Challenge*

Objectives:

- Promote student use of Linux worldwide
- Solve real-world Linux issues-making Linux better!
- Design or develop an application using Linux

Project Objectives:

Project must make an improvement using Linux-

- A new application that benefits other universities, students, businesses, or developers
- A faster/better way to perform a current task
- Create a "helpful hints" paper to improve productivity or usability of a current Linux application
- Make a contribution to the open source community

CHALLENGE:

Students select a Linux project, describe their objectives, methodology, research, and results in a 3-page paper, and submit for evaluation (optional project ideas are provided).

Prizes:

- 1. IBM ThinkPad with Linux— 20 Awards.
- 2. Summer 2003 Internship at IBM's Linux Technology Center for three (3) qualified winners.



3. One (1) Linux 16-node "start-up" cluster for the university that has the highest overall average score of student entries.

CHALLENGE Examples:

- 1. Build an Eclipse-based WebSphere Studio plug-in for Linux development.
- 2. Develop a Network Adapter (Ethernet) failover support by network drivers in a standalone Linux system.
- 3. Fridge Fun: Create an embedded Linux machine for the front of your refrigerator.

More options and details in Addendum, 2002 Linux Scholar Challenge Official Rules.

