

Bytom Global Dev Competition Final

Introduction

Bytom Global Dev Competition is committed to promoting the application of blockchain technology and strengthening the exchange and collision of technical peers at home and abroad. We hope to promote the healthy and rational development of the blockchain industry through our efforts.

The competition adopts the Preliminary and Final modes. The Preliminary is an online competition and the Final is an offline closed development competition. The organizers will provide corresponding awards, technical guidance and business incubation for the outstanding innovative projects.

Host

Bytom

Cooperative Partner

Oschina.net、SegmentFault、juejin.im、Proginn.com

Cooperative Media

8BTC

Conference Agenda

- Well-known Internet company
- Public blockchain
- Open source community
- Security community
- Sampus community
- Capital
- Tech media presentation
- Winners of Bytom Dev Competition

Competition Highlights

- World blockchain fest blockchainize the future
- Best judge team high-profile figures
- Industry award ceremony
- Exclusive interview enormous media exposure
- Global media coverage
- Strategic investment from Bytom

- Accelerator service business incubation

Competition Timeline

8/11 Dev Competition launching ceremony

After the launch of the dev competition, the signup channels will be open. The technical team will start the technical presentations via the Internet and in colleges.

8/11-10/1 Warm-up activities

10.28 End of the Preliminary

Submission Deadline. A list of the submissions will be published.

11.07 Announcement of the shortlist

The shortlist will be announced on the official website.

11.17 Bytom Devcon Demo Day

Presentations with PowerPoint and grade work

11.18 Bytom Devcon

Final Reward

First Prize

1 project

200,000 BTM bounty

Second Prize

2 projects

50,000BTM bounty for each

Third Prize

3 projects

30,000BTM bounty for each

Award of Merit

10 projects

10,000BTM bounty for each

Community Special Contribution Award

3 projects

10,000BTM bounty for each