Windows Phone 8 Wiki Competition 2012Q4

Winners Announced (04 Jan 2013): Congratulations to all our Windows Phone 8 Wiki Competition winners, listed below.

The Winners

Due to the large number of very good articles from a wide range of participants judging has taken a while - here are the winners!

The following winners were chosen to receive a Nokia Lumia 920:

- joaocardoso (João Cardoso) : Article Windows Phone 8 SDK on a Virtual Machine with Working Emulator is highly beneficial to many developers since not everyone has yet upgraded to Windows 8
- r2d2rigo (Rodrigo Díaz Tajada)* : Article Creating a Lens application that uses HLSL effects for filters provides great guidance how to develop very popular imaging and filtering apps; Also a high quality and thorough article on How to set up in-app purchases and use the Wallet to store and transfer a virtual currency concerning an important aspect of monetization for developers.
- chintandave_er (Chintan Dave) : Articles Dynamic Lock Screen for Windows Phone 8 and Flicker Dynamic Lock screen application for Windows Phone 8 highlighting and providing good guidance on the new feature of dynamic lock screen on Windows Phone 8.
- matthewthepc : Good articles with extensive coverage of the new Windows Phone 8 / Lumia features; Camera Lens apps on Windows Phone, Creating a Voice-Controlled Windows Phone 8 Music Information app with the Nokia MixRadio API, Creating a Real-World, GPS-enabled WP8 Tag Game

The following winners were chosen to receive a Nokia Lumia 820:

- yan_ (Verdavaine Yan) : Article C++ support from Windows Phone 8 demonstrating the techniques to go native, and also a great article Use NFC tags with Windows Phone 8 on NFC
- galazzo (Sebastiano Galazzo) : Very advanced articles on Face Recognition using 2D Fast Fourier Transform and Enabling wallet payment by face recognition
- KooKiz : Article Maintaining a WP7 and WP8 version of a same Silverlight application supporting the co-development for WP7 and WP8.
- cadlg : Article Using SSML for advanced text-to-speech on Windows Phone 8 demonstrating the versatile usage of Speech Synthesis Markup Language with text-to-speech feature.
- dtimotei : Article Windows Phone 8 Games - Migrating from XNA to DirectX showing how to port from XNA to DirectX.
- summeli : Article Porting Cocos2d-x Games for Windows Phone 8 as well as Archived:Creating a New Cocos2d-x Project for Windows Phone 8
- vinayppatil : Article Speech Enabled Calculator For Windows Phone 8 - simple, practical, hands-on approach to voice commands

The following winner was chosen to receive a Nokia Lumia 620:

- MaMi : Article Getting started with Buddy services: Create your own location based social app illustrating how to utilise one of the many Premium Developer Program services

The following Nokia employees were chosen to receive a Nokia Lumia 820:

- Mansewiz : Article Real-time camera viewfinder filters in Native code covers a use case which we think is interesting and is not well done/documented elsewhere using this method. This same use cases is covered in another article in competition using DirectX instead – this points out compromise trading off of code difficulty for small amount of performance.
- symbianyucca : Four compact articles, Fitting content into the view with Windows Phone maps API, Showing/Hiding map content with Windows Phone maps API, Drawing shapes with Windows Phone maps API and Draggable markers with Windows Phone maps API, demonstrating the extensive development possibilities provided by the new maps APIs of Windows Phone 8.

Thank you to everyone who contributed. We had more great articles than prizes, so the judges want to thank also all other contributors – and it is really worth checking also the other entries.

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Join us on congratulating the winners!

* Rodrigo will be getting a Nokia Lumia 620 instead since already just got a Nokia Lumia 920 due to CoM selection.

Competition Background

We're having a wiki competition to celebrate the launch of the Windows Phone SDK 8.0. The winners will be among the first to get their hands on a new Nokia Lumia 920 or Lumia 820, powered by Windows Phone 8.

As this is a wiki competition, entries will be in the form of original articles, code examples, tutorials, and guides to showcase the new opportunities for developers in Windows Phone 8. The scope is extremely broad. We've put a few ideas here to get you started.

Nokia Lumia 820 on wireless charging pad

How to participate

First, download and install the Windows Phone SDK 8.0 (you will need Windows 8 "Pro" for development). If you don't know very much about Windows Phone then check out our Windows Phone Getting Started and Documentation resources. If you're already familiar with Windows Phone 7 but want to know more about Windows Phone 8, see What's new in Windows Phone 8.

When you're ready, write a great tutorial, guide, or article that explores the new features available to developers in Windows Phone 8.

Tip: We'll be attempting to provide editorial and technical review of entries as they are posted. The earlier you submit your article, the more time you'll have to improve it and win.

Here are the competition rules:

- The article and associated code example are submitted to the Nokia Developer Wiki under the site Terms & Conditions.
- Articles must be written in English. Translations may be provided in other languages, but only the English version will be judged.
- The article should include the text: **{{Note|This is a community entry in the [[Windows Phone 8 Wiki Competition 2012Q4]].}}**
- Add a comment to this competition page linking to your entry.
- Developers can create one or many articles, however there is only one prize per developer.
- Teamwork is allowed and even encouraged, but only one prize will be granted to a winning team (this will go to the person who *creates* the article initially). Teams may also receive additional complementary Nokia products.
- Up to 10 qualifying participants will win a Lumia Windows Phone 8 device
- Articles must be submitted before 23:59 GMT on December 16th, 2012.

Nokia and Microsoft employees are encouraged to compete! In the interest of fairness, the following additional rules are applied:

- Submissions will be judged and prized separately from other community developers.
- Up to 5 "internal" winners will receive a Nokia Lumia 820
- Only public SDKs and tools may be used
- Nokia/Microsoft entries must include the following text (instead of that listed above):

  {{Note|This is an "internal" entry in the [[Windows Phone 8 Wiki Competition 2012Q4]]. The author is a Nokia / Microsoft employee.}}

See the fine print for more information.

The prizes

We'll be selecting up to 10 community winners and 5 "internal" winners, based on the quality of entries.

Community winners will be sent a brand new *Lumia Windows Phone 8* device - either a Nokia Lumia 920 or a Lumia 820 (we have ordered 5 of each device). On top of that, winning a Nokia Developer Competition gives you instant fame and kudos in the community and promotion through the wiki and our social media. It also looks really great on your CV!

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Nokia/Microsoft competitors will be judged and prized separately - we have 5 Nokia Lumia 820 devices for "internal" winners.

Evaluation of entries

Entries will be judged on their innovation, their practical use in the "real world", and/or how comprehensively they cover their topic. As usual, we'll also be considering the usefulness, quality, and presentation of technical information. Multiple entries are encouraged but will be assessed on their individual merits - so a single great entry will win over multiple less-impressive articles.

The entries will be judged by the Wiki Moderation team and selected Nokia technical experts at the end of the competition. Typically, results are posted within a week of the end of the competition.

Feedback

Generic questions or comments concerning this competition can be addressed as comments to this wiki page. Questions related to development should be raised on the Windows Phone discussion board.

Stuck for ideas?

We're looking for original articles that showcase new Windows Phone 8 features, or highlight tips, tricks, and best practices for working with the platform.

For inspiration read What's new in Windows Phone 8 and see what Windows Phone 8 enables from the app ideas in ideasproject.com. To get you started, we've listed a few possible topics below:

Innovative uses of new features:

- Using the Nokia `<Map />` control to build a navigation app
- Writing a 3D DirectX maze that's navigable with speech commands
- Using Bluetooth to connect to a heart rate monitor or other peripheral
- Exchanging information using NFC between Lumia apps and apps on another platform
- Using Nokia MixRadio APIs to discover relevant music and share with friends using NFC
- Real-time video filtering using "Lenses" to integrate with the camera

Real world use cases:

- Integrating NFC into a two-player game to initiate a multiplayer session
- Using in-app purchase and Wallet to store game credits
- Creating a list of images for latest articles for the phone's lock screen based on an RSS feed

Comprehensive tutorials:

- Explain all the possible use cases for Wallet and how to implement them
- Explain the complete anatomy of voice commands
- Demonstration the various types of NFC tags developers can write

Competition entries

- matthewthepc
  - Camera Lens apps on Windows Phone (matthewthepc)
  - Creating a Voice-Controlled Windows Phone 8 Music Information app with the Nokia MixRadio API (matthewthepc)
  - Creating a Real-World, GPS-enabled WP8 Tag Game (matthewthepc)
- Pengguang Wu
  - Windows Phone 8 Emulator in a Windows 8 VHD (Pengguang Wu)
- joaocardoso
  - Windows Phone 8 SDK on a Virtual Machine with Working Emulator (joaocardoso)
- sadify
  - Enabling quick resume for Windows Phone apps (sadify)
- mehul_raje
  - Voice Commands in Windows Phone 8 (mehul_raje)
- KooKiz

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  - Maintaining a WP7 and WP8 version of a same Silverlight application (KooKiz)
- kunal_the_one
  - Creating a simple colour matching game in silverlight for Windows Phone (kunal_the_one)
- r2d2rigo
  - Maintaining a WP7 and WP8 version of a same Silverlight application (r2d2rigo)
  - Creating a Lens application that uses HLSL effects for filters (r2d2rigo)
  - How to set up in-app purchases and use the Wallet to store and transfer a virtual currency (r2d2rigo)
- yan_
  - C++ support from Windows Phone 8 (yan_)
  - Use NFC tags with Windows Phone 8 (yan_)
- jinek
  - Introduction and best practices for IsolatedStorageSettings (jinek)
- chintandave_er
  - Nokia MixRadio app-to-app protocol for Windows Phone 8 (chintandave_er)
  - Dynamic Lock Screen for Windows Phone 8 (chintandave_er)
  - Flicker Dynamic Lock screen application for Windows Phone 8 (chintandave_er)
- summeli
  - Archived:Creating a New Cocos2d-x Project for Windows Phone 8 (summeli)
  - Porting Cocos2d-x Games for Windows Phone 8 (summeli)
- Ailonv
  - Preparing windows phone 8 apps for international markets (Ailonv)
- Colin E.
  - A Windows Phone 8 Run Tracking App in 100 Lines of Code! (Colin E.)
- galazzo
  - Face Recognition using 2D Fast Fourier Transform (galazzo)
  - Enabling wallet payment by face recognition (galazzo)
- akinorta
  - Reporting memory usage on Windows Phone (akinorta)
- rudyhuyn
  - Advanced MessageBox for Windows Phone (rudyhuyn)
  - Use new tiles on Windows Phone apps using reflection (rudyhuyn)
  - Communication between two phones using NFC (rudyhuyn)
  - Use NFC tags with Windows Phone 8 (rudyhuyn)
  - Create a multi-player game using NFC, bluetooth, Text to Speech and Speech recognition (rudyhuyn)
- vinayppatil
  - Speech Enabled Calculator For Windows Phone 8 (vinayppatil)
- cadlg
  - Using SSML for advanced text-to-speech on Windows Phone 8 (cadlg)
- to_pe
  - Co-development for Windows Phone 7/8 and Windows 8 guide (to_pe)
- CadErik
  - Asynchronous Programming For Windows Phone 8 (CadErik)
- kariosgames
  - XNA Games On Windows Phone 8 with Monogame (kariosgames)
- shaii
  - Using the Accelerometer in windows phone for shake app interaction (shaii)
- MaMi
  - URI associations for Windows Phone (MaMi)
  - Getting started with Buddy services: Create your own location based social app (MaMi)
- Aady
  - Introduction to Enterprise support in Windows Phone (Aady)
  - Introduction to Bluetooth support on Windows Phone 8 (Aady)

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  - Introduction to code re-usability for Windows Phone (Aady)
  - Introduction to multiple-resolution support on Windows Phone 8 apps (Aady)
  - Voice Commands in Windows Phone 8 (Aady)
  - Dynamic Lock Screen for Windows Phone 8 (Aady)
  - Jogging - Calorie Calculator: Demonstrating Real World usecase of WP8 features (Aady)
- ShiKaZ
  - Get Phone Location with Windows Phone 8 (ShiKaZ)
  - Windows Phone app that shares your position on Facebook (ShiKaZ)
- jumantyn
  - Windows Phone 8: Treasure Hunt Application Example using NFC and Nokia Maps API (jumantyn)
- nuuneoi
  - Integrate Facebook to Your Windows Phone Application (nuuneoi)
  - Increase your revenue with In-App Purchase on Windows Phone 8 (nuuneoi)
  - Voice-Command Home Electronic Appliances via Bluetooth and NFC on Windows Phone 8 (nuuneoi)
- pavan.pareta
  - Live Tile Templates in Windows Phone 8 (pavan.pareta)
- HeshamHaleem
  - Nokia City Lens (HeshamHaleem)
- dtimotei
  - Windows Phone 8 Games - Migrating from XNA to DirectX (dtimotei)
- somnathbanik
  - CartoonMe - Gestures on Windows Phone (somnathbanik)
- jakobk
  - Getting started with the Camera APIs for native code (jakobk)
- Lex Lavnikov
  - Portable Local Data Storage with Lex.DB for Windows Phone 8 and Windows Store Apps (Lex Lavnikov)
- ajakl
  - How to Store Application Data on NFC Tags (ajakl)
  - WP8 NFC Tutorial: Voice Messages on NFC Tags (ajakl)
- pasi.manninen
  - Map with directions in Windows Phone 8 (pasi.manninen)
- veektor
  - Writing a 3D DirectX maze that's navigable with speech commands (veektor)
- vdharankar
  - Implementing a loyalty program using Windows Phone 8 Wallet (vdharankar)

Internal Nokia/Microsoft entries

- Link2SMS - a protocol handling example (ltomuta)
- Real-time camera viewfinder filters in Native code (Mansewiz)
- How to launch apps available in the store using NFC LaunchApp tag (wenlu)
- Creating Interactive Custom User Controls with Silverlight (Tomi_)
- symbianyucca
  - Fitting content into the view with Windows Phone maps API (symbianyucca)
  - Showing/Hiding map content with Windows Phone maps API (symbianyucca)
  - Drawing shapes with Windows Phone maps API (symbianyucca)
  - Draggable markers with Windows Phone maps API (symbianyucca)

The fine print

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