



FII

EDITION 2021



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In partnership with:
Computer Science
Students Association
Iași

Organized by:
Faculty of Computer Science,
University "Alexandru Ioan Cuza" Iași

PURPOSE

This project aims to establish itself as a springboard for both college and high school students who are dreaming of an IT career and or who are willing to assess their knowledge in one of the proposed areas, namely: Algorithmics, Web & Mobile Design, Game Development and Area Community Hub.

Both college and high school students from everywhere will have the chance to improve their abilities, to work in teams, this event's focus being on the contestants' creativity and intuition in order to solve the proposed tasks. The captivating challenges of each area and the opportunity to interact with people greatly experienced in IT or with other youngsters who are passionate in sharing opinions and plans, are both sketch the image of FIICode: a place where people and valuable ideas are being shaped.

Taking into account the experience gained from the past editions, the possibility of adaptation in the pandemic context, the support coming from the Faculty of Computer Science in Iași, the partners and collaborators, we are confident of this year's edition's success.



VISION

FIICode came into being as a consequence of the desire to fix one of the shortcomings of the northeastern region regarding its competitive side, namely a competition in which college and high school students can compete side by side without the usual barriers which usually occur in this type of contest.

Being in the pandemic context, opportunities to work in teams and compete side by side with young people from different areas, to assert themselves in the IT industry, were rarer, FIICode giving participants the chance to compete in one of the fields from this year.

They will be able to develop skills in the fields of algorithms (analysis and application of algorithms), Web & Mobile Design and Aria Community Hub, which focuses on teamwork, as well as creating some apps on the "Covid-19" theme.



VISION

Over the years, the flourishing collaboration between the project organizers, the partner companies, university professors and the students of the Faculty of Computer Science in Iași managed to turn FIICode into an event which “takes the pulse” of the IT industry, a continuously expanding field through which participants receive objective feedback from its representatives.

This year’s edition will place a strong emphasis on framing new talents via intellectual challenges and the development of certain qualities equally important for the success of a young person, such as teamwork, creativity, spontaneity and so on.

Moreover, through this project, we aspire to encourage competitiveness among high school and college students who have a passion for IT, but in ways in line with the current requirements and regulations imposed by the pandemic.

Thus, the competition areas, the proposed changes, the non-formal setting, the possibility of engaging with the IT industry and last but not least, the young spirit and dynamic climate which characterise this project, making it stand out among other similar competitions.



OBJECTIVES



1. Forming a project team of 10-12 people.
2. Estimation of a minimum budget required to carry out the project and a plan to ensure it.
3. Forming a team of mentors for participants to contribute to better volunteer - participant communication until April 11th.
4. Concluding at least 3 partnerships until April 10th.
5. Establishing the period of the contest.
- 6: Expansion of the areas at national and international level.
- 7: Establish a plan for the project until 1st April.
8. Making promotional materials and promoting the project online.
9. Maintaining relations with the Ministry of National Education.
- 10: Organizing related conferences, two Pub Quizzes and a final event.
11. Monitoring and evaluation (interim and final) of the project throughout its duration.

1. Forming a project team of 10-12 people

There will be 2 registration phases for the project organization team. The first one will take place at the end of February, and the second one will be held immediately after the recruitment phase, by the already formed team from the first selection.

A selection of the candidates will be tried to be made so that the project team is formed of people from all the departments of the association in order to have a fast and efficient communication for the tasks' distribution.



Maintaining the connection with the participants is essential for a good development of the project, especially given the current context. Groups will be created to transmit information related to each area of FIICode. In addition, communication with participants will be facilitated by their mentors.

02. Estimation of a minimum budget required to carry out the project and a plan to ensure it

Together with the volunteer team and the Board of Directors of ASII, a minimum budget required for the development of the project throughout its duration and a plan for its provision and use will be calculated.

The sponsorship grid will be made with the help of the External Relations department in parallel with the evolution of the project roadmap.



03. Forming a team of mentors for participants to contribute to better volunteer - participant communication until April 12th

In order to combat the risk of abandonment among FIICode participants and to respond to the difficulties they may encounter in the current edition, held exclusively online, this year the FIICode organisation team aims to form a team of mentors, designed to mediate and facilitate contact between participants and volunteers, and be available to competitors for any questions or technical clarifications.

4. Concluding at least 3 partnerships until April 10

FIICode would not know the scale and success it enjoys today without the support of our partners, with whom the FIICode team has a beautiful collaboration from its beginnings to the present.

This year, to once again encourage the contact of the participants with the IT community from Iași and to provide them with the vast professional experience of the employees in the field.

05. Establishing the timeframe of the contest

The organizing team and the coordinators of each area set the time for the online and final round so that they are not close to the school Olympics and competitions.



06: Expansion of the areas at national and international level

Within the Algorithmics area, the same platform as previously, CSAcademy is to be used for the online rounds, to ensure the participation of competitors both from Romania and from abroad. For the other areas (Web & Mobile / Game Dev), we will call on the help of partner companies and foreign universities associated through the Erasmus+ program to expand the project internationally.

07: Establish a plan for the project by April 1st

In order to ensure the success of the project and its development in optimal conditions, we aim to develop a plan for its development by April 1st.

It will include details about all stages of this year's edition, along with a contest calendar and a list of platforms and applications used for the three rounds, related events, the final of the contest and its promotion.



8. Making promotional materials and promoting the project online

Given the pandemic context, on-site promotion is a risk, so opt for an online promotion exclusively through social networks, with the help of targeted ads, and with the help of school inspectors who will contact the teachers who coordinate olympic students.

We want to create a team of volunteers who will contact different schools. They will be contacted in advance by email, which will be a competition invitation, and which will allow the promotion of the project during online classes.

9. Maintaining relations with the Ministry of National Education

In the third edition of the project, the collaboration with the Ministry of National Education began and we would once again like to obtain their support, along with their official recognition.

Thus, by promoting the fact that FIICode is a recognized competition, the chances of attracting an even greater number of participants increase.



10: Organizing related conferences, two Pub Quizzes and a final event

As the exclusive online development of the project involves the risk of abandonment among the participants, we want to enrich the FIICode experience so that the participants can fully enjoy one of the oldest projects of the association.

That is why we want to organize a series of related conferences, held by both project partners and association volunteers, on various topics of interest to both students and pupils.

In order to encourage socialization among the participants and to give them the chance to meet the volunteers of the association, we want to make two Pub Quizzes and a recreational event in the final.

11. Monitoring and evaluation (interim and final) of the project throughout its duration.

It is already in the good practice of the association to carefully monitor the project during its entire duration, and the 2021 edition is no exception to the rule.

In this sense, we intend to make two evaluation reports, one intermediate and one final, through which we determine the success rate of this edition by carefully analyzing the quantifiable indices and their evolution compared to previous editions.

Participants will also receive a feedback form at the end, which will then be processed by ASII volunteers.

We aim, through this, to determine both the strengths and weaknesses of the project, in order to establish a benchmark for future editions of FIICode and for its constant improvement from one year to another.

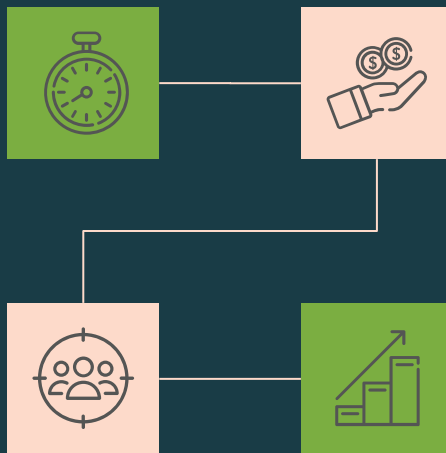
SWOT analysis

STRENGTHS:

- Experience in well-thought-out planification of the project, based on the previous projects.
- A lot of human resources for organizing the project.
- Increasing interest of the target public for the IT domain.
- Acquiring additional knowledge.
- Ensuring the first connection between students from high school passionate about computer science and the IT community.

WEAKNESSES:

- The need for professional specialized individuals to elaborate the subjects.
- The lack of our own financial resources for sustainability.



OPPORTUNITIES:

- Promoting the Computer Science Faculty of Iași, ASII and partner companies.
- Extension of the areas to the international level.
- To accomodate students to notions in the IT field and practice them through testing.
- Collaboration with more skilled people from different areas.
- Consolidation of the relationships with partner companies and also creating new long term partnerships.

THREATS:

- A low number of participants.
- Poor promotion that will have a negative influence on the number of participants.
- The lack of partnerships and that of proper financial resources deficiency.

STAKEHOLDERS:

Stakeholder	Stakeholder benefits	Our benefits	Concrete gain	Rating	Strategies to fulfill the interest
University students (participants)	<p>The opportunity to participate in an international competition.</p> <p>The possibility to stand out and to obtain an internship.</p> <p>International participants can have their first experience in Romania.</p>	<p>Obtaining a sufficient number of participants for the competition.</p> <p>Setting up and consolidating the connection with different specialized colleges.</p>	<p>Fulfilling the target number of participants.</p> <p>Development of knowledge and competitive spirit of the participants.</p>	9	<p>Online promotion of the competition in other computer science colleges from our country and abroad.</p> <p>Attractive awards for participants.</p>
High school pupils (participants)	<p>The opportunity to get in touch with people from the IT field.</p> <p>The chance to gain experience in the IT field through an international competition.</p> <p>The possibility to equvalate the entrance exam for the "Faculty of Computer Science in Iași".</p>	<p>Forming and maintaining a connection with academic staff from the pre-university field.</p>	<p>Fulfilling the target number of participants.</p> <p>The opportunity of collaboration with people that are already working in the IT field.</p> <p>The chance to equvalate the entrance examination for the Computer Science Faculty of Iași.</p>	9	<p>Approaching an attractive strategy of promotion in an online environment for students from our country.</p> <p>Forming a team of mentors who will answer the questions and will help during the competition.</p> <p>Giving attractive prizes for the winners.</p>

STAKEHOLDERS:

Stakeholder	Stakeholder benefits	Our benefits	Concrete gain	Rating	Strategies to fulfill the interest
Faculty of Computer Science, University "Alexandru Ioan Cuza" Iași	Promotion of the college among students from our country as well as abroad.	Consolidation of the connection with the faculty. The support offered by the academic and administrative staff of the faculty for organizing the competition.	Maintaining the connection with the Computer Science Faculty.	8	Collaboration with the academic staff of the faculty in order to organize the evaluation and organisation committees for each area of the competition.
The association of computer science students of Iași	Promotion of the association among IT companies and participants.	Ensuring a sufficient number of volunteers who help fulfill the tasks for organizing the competition.	Coaching of the volunteers so that they will be prepared, efficient and responsible through the experience gained while organizing the competition.	8	Promotion of the project among the members of the association. Collaboration between all departments in order to coordinate the volunteers.
FIICode team members	The opportunity to be a part of a very important project of the association. The chance to develop themselves personally and get in touch with people from different areas, fields and of different ages.	Creating a well prepared, involved and responsible team of volunteers.	Forming and consolidating management abilities for the project of the volunteer team members involved in organizing the competition.	7	Determining the organizing team members at the start of the project. Organizing the work through the delegation of tasks and setting of deadlines for each task. Maintaining a productive and motivating atmosphere between organizers and volunteers.

RISK MANAGEMENT:

Risk	Probability	Impact	Score	Countermeasures
The lack of partners	5	10	50	<ul style="list-style-type: none">• Determining favorable conditions for both parties of the partnership.• Convincing the partners of the multiple advantages of this project for both parties.
Poor number of participants	5	9	45	<ul style="list-style-type: none">• Rethinking the strategy of promotion and approaching the public.• Modifying the schedule for competition tests.• Negotiation of other prizes from the partner companies.
Non-compliance with deadlines (delay or postponement of the competition's rounds)	3	7	21	<ul style="list-style-type: none">• Fulfilling all tasks in time and round preparations taking into account a margin of error of a few days to solve possible problems.
Technical issues	4	6	18	<ul style="list-style-type: none">• Organizing some test sessions for the applications we are going to use and estimated duration for each step.• Informing the participants about all the necessary resources for each round (internet connection, application installation etc).

GANTT DIAGRAM

Nr. crt.	Task	December	February				March			April				May				
		4-15	1-7	8-14	15-21	22-28	1-7	8-14	15-30	5-11	12-18	19-25	26-30	1-2	3-9	10-16	17-23	24-29
1	Selecting the team																	
2	Creating promotion materials																	
3	Creating the project roadmap																	
4	Choosing the coordinators for each area																	
5	Establishing the timeframe for the competition																	
6	Drafting the competition requirements																	
7	Estimation of the minimum budget for the project																	
8	Contacting the partners																	
9	Creating a team of mentors for the participants																	

GANTT DIAGRAM

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10	Extension of the areas at the national and international level																	
11	Elaboration of the plan for the competition																	
12	Promotion campaign																	
13	Algorithmics																	
15	A.:Round I																	
16	A.:Round II																	
17	A.:Round III																	



GANTT DIAGRAM

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14	Game Development																	
15	G.D.Round I																	
16	G.D.Round II																	
17	G.D.Round III																	
18	Web & Mobile																	
19	W&M:Round I																	
20	W&M:Evaluation																	
21	Pub Quiz I																	
22	Results for the first 3 rounds																	



GANTT DIAGRAM

Nr. crt.	Task	December	February				March			April				May				
		4-15	1-7	8-14	15-21	22-28	1-7	8-14	15-30	5-11	12-18	19-25	26-30	1-2	3-9	10-16	17-23	24-29
23	Intermediate report																	
24	Community Hub																	
25	C.H.: Round I																	
26	C.H.: Round II																	
27	C.H.: Round III																	
28	Finals																	
29	Final results																	
30	Pub Quiz II																	
31	Final report																	



SPONSORSHIP PACKAGES

Facilities		Diamond	Platinum	Gold
Online	Logo posted on the official fiicode.asii.ro website	Diamond area	Platinum area	Gold area
	Logo posted on the official asii.ro website	•	•	•
	Logo integrated in Facebook posts	•	•	•
	References tags Facebook posts and press releases	•	•	•
	References in ASII's official publication Ziarul de ASII's articles: ziar.asii.ro	2	1	-
	Logo integrated in Web & Mobile and Game Dev's team presentations	•	-	-
Offline	Promotional materials and a small presentation regarding the company in the project's local promotional campaign*	•	-	-
	Logo on the flyers	•	•	•

SPONSORSHIP PACKAGES

Event	Company's promotional materials for the contestants	•	•	-
	Logo on the FIICode's promotional materials for the finalists	•	•	•
	Mention on the press release	•	•	•
	Logo on the finalists' shirts	•	•	•
	Presentation stand at the final round	•	-	-
	Representative in the jury for the Web & Mobile section	•	-	-
	Mentor for a team on the Web & Mobile or Game Dev section	•	•	-
	Speech at the closing ceremony (FIICode Awards)	20 minutes	10 minutes	-
	Speech or presentation at the conferences between rounds	•	•	•
	Round named after the company	•	-	-
		1,000 €	700 €	500 €

*Promotional online campaign in schools and universities from around Moldova



SNEAK PEEK

