



UNIVERSITY OF MAKATI
College of Computing and Information Sciences

12TH IT SKILLS OLYMPICS

The IT Innovators' Gauntlet: Forging Ahead the Future of Technology



IT QUIZ BEE

The IT Quiz Bee will test the knowledge of the contestants in information and communications technology. The questions shall come from the following categories: Basic Computer Concepts/Systems and General Information (IT), Logic Formulation, Operating Systems, Software Engineering, Object Oriented Programming, Computer Networks and Telecommunication, Computer Architecture, Database Management Systems, Data Science and Analytics, E-commerce and Web Design, IT Security.

CONTEST GUIDELINES

THE COMPETING ENTRY / TEAM

1. A competing entry shall be composed of one (1) student-contestant and a coach as representative per school.
2. The contestant must be currently and officially enrolled in the school he/she represents.
3. The coach must be a faculty member of the school. He/she will be the school's representative in case of protests/complaints.
4. The contestant must present his/her Certificate of Registration or Official Enrolment Form, and validated school ID card upon registration for identity verification.

CONTEST ATTENDANCE AND ATTIRE

1. All contestants and the coach must attend the following onsite contest activities:
 - Opening Ceremonies
 - Contest Elimination / Proper
 - Awarding Ceremonies
2. Failure to attend any of the scheduled contest events may result in automatic disqualification and forfeiture of any awards and prizes.
3. The participant should be in the venue and will be checked promptly, fifteen (15) minutes before the start of the contest (Elimination Round and Final Round).
4. Failure to report before the scheduled start of the Elimination and Final Round forfeits the team's chance to join the competition.
5. The contestant must wear his/her school uniform or college shirt and school Identification Card during the contest.
6. The competition shall be aired live via Facebook or YouTube.

QUIZ BEE ELIMINATION ROUND

2. The Elimination Round shall be conducted onsite at the University of Makati.
3. All participants must be in the venue (Multimedia Rooms) fifteen (15) minutes before the event for the ***paper and pen test***.



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4. The Elimination Round shall be a 100-item (1 point each) Multiple-Choice type test which will consist of questions taken from the aforementioned topics.
5. Each contestant shall be given a maximum of 60 minutes to finish the whole exam.
6. No Coach, faculty member, staff or representative from any school other than the contestants shall be allowed to enter the Multimedia Room.
7. There shall be no questions to be entertained during the examination proper.
8. All contestants are advised to take a toilet break before the start of the exam.
9. The Top Ten (10) participating schools shall be announced an hour before the start of the FINAL ROUND. In case of ties, *the least time for answering and submitting the exam shall be considered.*
10. Any form of cheating and intellectual dishonesty will result in the disqualification of the team in the succeeding rounds of the competition.

QUIZ BEE FINAL ROUND

1. Scores from the elimination round will be reset to ZERO (0).
2. The final round shall be held onsite at the University of Makati.
3. All contestants are advised to take toilet breaks before the start of the Final Round.
4. The final round consists of ten (10) questions for each of the three (3) levels of difficulty (Easy, Average, and Difficult).
5. Identification type of questions shall be employed.
6. Questions shall be read twice by the Quizmaster. The contestants must start writing their answers in their respective whiteboard once the question has been read and the Quizmaster cued "Timer starts now!"
7. After the Quizmaster reads the question for the second time, the contestants shall be given thirty (30) seconds, forty-five (45) seconds, and sixty (60) seconds for Easy, Average, and Difficult levels, respectively. The contestants shall show their answer once the Quizmaster says, "Time is up!"
8. The Quizmaster will announce the school/contestants who got the correct answer and shall be tallied on the scoreboard.
9. Each correct answer will be given THREE (3) points for EASY, FIVE (5) points for AVERAGE, and SEVEN (7) points for DIFFICULT questions.
10. The contestant will write his/her answer on a whiteboard and a marker prepared by the IT Quiz Bee committee.
11. All complaints shall be addressed to the IT Quiz Bee facilitators and board of arbiters (Quiz Bee Committee).
12. No complaints regarding a previous question will be entertained after the Quizmaster has read the next question.
13. Coaching or any form of cheating is not allowed during the Quiz Bee Proper, such acts will result in disqualification.
14. In case of a tie, a clincher question will be administered. The contestant who got the correct answer shall be announced as the winner.
15. The top 3 scorers shall be declared as the IT Quiz Bee's first place, second place, and third place, respectively.

BOARD OF ARBITERS

1. The Board of Arbiters shall decide on all cases of complaints or protests raised by a Coach or a Student-contestant.



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2. It shall be composed of three (3) invited Professors and/or IT practitioners.
3. The decision of the Board of Arbiters is final and irrevocable.
4. The IT Quiz Bee Committee of the 12th IT Olympics reserves the right to invite the members of the Board of Arbiters.

SCOPE

The IT Quiz Bee questions in each round shall be taken from the following categories:

1. Basic Computer Concepts/Systems and General Information (IT)
2. Logic Formulation / Database Management Systems
3. Operating Systems
4. Software Engineering
5. Object Oriented Programming
6. Computer Networks and Telecommunication
7. Computer Architecture
8. Data Science and Analytics
9. E-commerce and Web Design
10. IT Security

