

IT 14th SKILLS OLYMPICS

Securing the Human-Centric Technology: Forging a Resilient Digital Future



November 21, 2025 | University of Makati

GENERAL MECHANICS

THE COMPETING PARTICIPANTS

1. A participant must be a **bona fide student** currently enrolled in an ITE or allied program in the university/college he/she represents.
2. Each event category shall have an assigned **Coach**, who must be a faculty member of the same university/college.
3. Each university/college shall designate **one (1) School Representative and it must be a faculty or department head** to represent the institution. The School Representative shall be solely responsible for processing the online registration.
4. The prescribed **number of participants per event category** shall be strictly observed:

Event Category	No. of Participants
Cybersecurity	3 (three)
Digital Electronics	1 (one)
Linux Administration	1 (one)
Networking	1 (one)
Robotics	3 (three)
Android Apps Development <ul style="list-style-type: none">● Internet of Things (IoT)● Productivity● Game Development	3 (three) per Category
Database Programming	2 (two)
Java Programming	2 (two)
.NET Programming using C#	2 (two)
Python Programming	2 (two)
Web Design	2 (two)
IT Quiz Bee	2 (two)
E-Sports <ul style="list-style-type: none">● ML● CODM	5 (five) per category

REGISTRATION

1. The **Registration Fee** is **Php 280.00 per participant**.
2. There will be **no refund** of the registration fee in case of cancellation or non-appearance of the participant on the event day.
3. The School Representative shall register all their participants through this link: <https://forms.gle/rvUybKFST1GPRL47>
4. A confirmation message will be sent to the **School Representative** via email upon successful registration.
5. The online registration will close on **November 8, 2025 (Saturday) at 5:00 P.M.**
6. Substitution of participants is strictly not allowed.
7. Each participant may only join **one (1) event** in the competition.
8. All competitions will be conducted **on-site**.
9. Event mechanics will be posted on the official Facebook page. Please visit: <https://www.facebook.com/UMakITSkillsOlympics> for details and updates.

ON-SITE REQUIREMENTS

The **School Representatives, Coaches, and Participants** must bring the following:

- a. Valid School Identification (ID) and a scanned Certificate of Registration (COR)/Official Enrollment Form
- b. Proof of Payment with Reference Number
- c. First Aid Medicine Kit
- d. University/College Shirt
- e. University/College Flag

CONTEST ATTENDANCE AND ATTIRE

1. All team members and coaches must attend the following activities at the University Performing Arts Theatre (UPAT):
 - a. Opening Ceremony
 - b. Contest Proper (assigned venue for each event)
 - c. Awarding Ceremony
 - d. Closing Ceremony
2. Failure to attend any of the designated contest activities may result in **automatic disqualification** and forfeiture of awards and prizes.
3. Each team will be given a **15-minute grace period** from the scheduled start of the contest. Failure to comply shall result in disqualification.



- 4. School Representatives, Coaches, and Participants must wear their College/University Shirts and rubber shoes.**

EVENT PROPER

1. Participants must be present at their assigned venue.
2. Participants will only be allowed to use the restroom **before and after the competition**.
3. Teams are expected to observe **proper decorum and etiquette** at all times.

COMPLAINTS, APPEALS, AND REMEDIES

1. Teams, together with their coaches, may file an appeal to the **Lead Facilitator** in case of any irregularities or misconduct observed during the contest. Appeals must be filed immediately for prompt resolution.
2. The decision of the **Judges** and the **Event Chair** is **final and irrevocable**

MINOR CHANGES AND CORRECTIONS

Any minor changes or corrections to these mechanics shall be announced before the start of the contest and posted on the official notice boards within the contest venue.

POINT SYSTEM

Per Category

- 1st Place – 10 points
- 2nd Place – 7 points
- 3rd Place – 5 points
- With Entry – 1 point
- No Entry – 0 points

IT Quiz Bee

- 3 points for Finalists (4th to 10th Place)

AWARDS

1. An **Electronic Certificate of Participation** (for participants) and a **Certificate of Recognition** (for coaches) shall be issued **after the completion of the post-evaluation form**.
2. **Individual medals, certificates, and cash prizes** shall be awarded to the team members who secure **First Place, Second Place, and Third Place**, conferred exclusively during the **Closing Ceremony**.