

SciComm

Science Communications Effectiveness Competition 2025

Event Primer

What is SciComm?

SciComm is the first competition in the Philippines that aims to foster among students the skills needed for effective communication of scientific ideas. Organized by the School of Sciences and Engineering of the University of Asia and the Pacific, it follows a pitch format where students are only given ten (10) minutes to present effectively and substantially the content of a paper published in major scientific journals.

The **Elimination Round** of SciComm 2024 will be on **February 5, 2025** and the **Final Round** will be on **February 26, 2025**.

Participants will first undergo an elimination round, where the finalists would be decided after all presentations. Finalists and their respective coaches will undergo a coaching session on how to improve their presentation and communication skills on the same day after the elimination round. This will be facilitated by UA&P Integrated Marketing and Communications Home Organization, Communitas. The finalists will then proceed to the final round held three weeks later.

The two team members must deliver the presentation by alternately talking and operating the projector as often as needed, requiring them to be able to work together smoothly throughout the presentation.

The teams winning the **Champion**, **First Runner Up**, and **Second Runner Up** awards will receive **Php. 15,000**, **Php. 12,000**, and **Php. 9,000**, along with other prizes and giveaways. Registration for ALL SENIOR HIGH SCHOOLS is **FREE**.

Each team must be composed of two (2) senior high school students and a coach. Interested students may register **UNTIL JANUARY 20, 2025** in the SciComm website <https://scicomm-2024.onrender.com>.

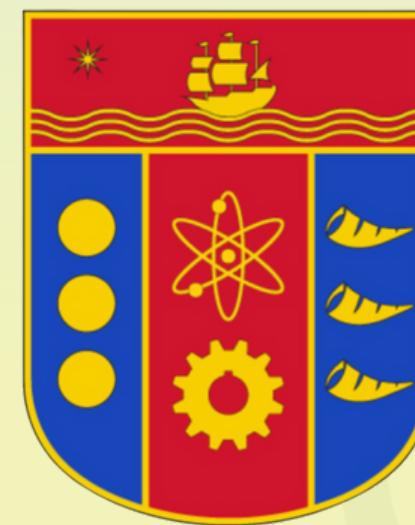




ScI Comm Throughout the Years



SCHOOL OF SCIENCES AND ENGINEERING



Course Offerings

Bachelor of Science in Information Technology

Bachelor of Science in Industrial Engineering

Bachelor of Science in Data Science

Bachelor of Science in Civil Engineering

Master in Information Technology



The School of Sciences and Engineering (SSE) aims to form its students into Renaissance scientists and engineers with a unique portfolio of knowledge, abilities, skills, and habits, ensured by the University's long-standing tradition in the liberal arts.

UA&P's pioneers saw the need to humanize the sciences and engineering, both of which experienced rapid technological growth at the turn of the century. The sense of the transcendent-of the "beyond what is apparent" - was lost on the way and such loss led to greater materialism. Today's engineers and scientists may have effective models to earn profits or invent things, but all at the cost of ethical conduct. The School of Sciences and Engineering aims to address that.

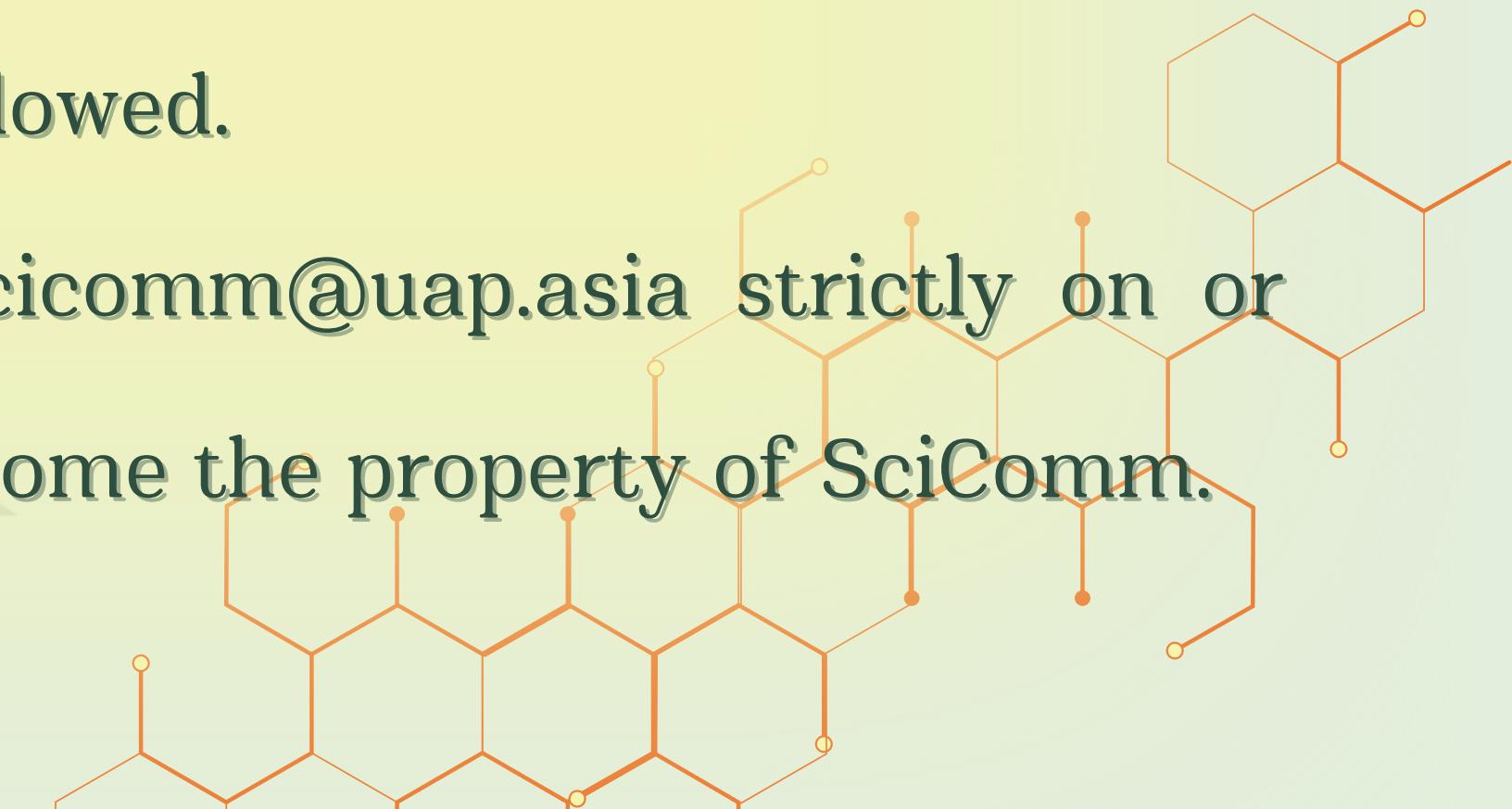
The Sciences and Engineering Society (SEnS), the official student organization of the School of Sciences and Engineering (SSE), spearheads projects that deal with the pursuit of knowledge and the development of professional competence in the fields of science, math, information technology, and engineering, in order to complement and reinforce the University's academic formation. At the same time, it aims to develop a sense of social awareness within its members, promote cooperation with the different organizations and other entities in the University, and serve its members by looking out for their individual and corporate welfare.

What is **SEnS** ?



General Guidelines

- Each school may send up to two (2) teams of two senior high school students and a coach. Various teams may have the same coach.
- Teams must visit the SciComm website to register and pick the article that they will be presenting. Reservation of articles is on a first come, first serve basis. Repetition of articles is not allowed.
- All presentations must be emailed to scicomm@uap.asia strictly on or before the deadline. All files sent shall become the property of SciComm.



General Guidelines

- All presenters will utilize UA&P equipment such as computers, projectors, microphones, and clickers only.
- The only software application to be used is Microsoft Powerpoint. Presentations should not include movies, videos, or animations. The purpose of the “minimalist” approach (Zen-style) to the presentation is to focus more on communication skills rather than one.
- All pictures and figures in the presentation must be properly cited. Failure to do so will disqualify the team from the Final Round.

General Guidelines

- The participants are required to stay in the venue until all participants within the group have finished their presentations. Failure to do so will be grounds for disqualification.
- Electronic devices should be turned off during the presentation. All team coaches will not be allowed to ask questions at the end of any team presentation.
- Presenters are expected to wear a business formal attire. Team coaches should come in business casual attire.

General Guidelines

- All participants must strictly abide by the University Dress Code (refer to UA&P Student Handbook found at <https://bit.ly/uapstudenthandbook2024-25>). Failure to do will merit deductions from the team's final score.
- All participants, coaches, and guests should bring their school ID for security purposes.



Elimination Round Flow

Time	Duration	Activity
7:30am	1.5 hour	Registration
9:00am	1 hour	Opening Program
10:00am	2 hours	Competition Proper
12:00nn	1.5 hour	Lunch
1:30pm	1 hour	JMC Campus Tour
2:30pm	30 minutes	Announcement of Finalists
3:00pm	1.5 hour	Workshop of Teams
4:30pm	1 hour	Egress

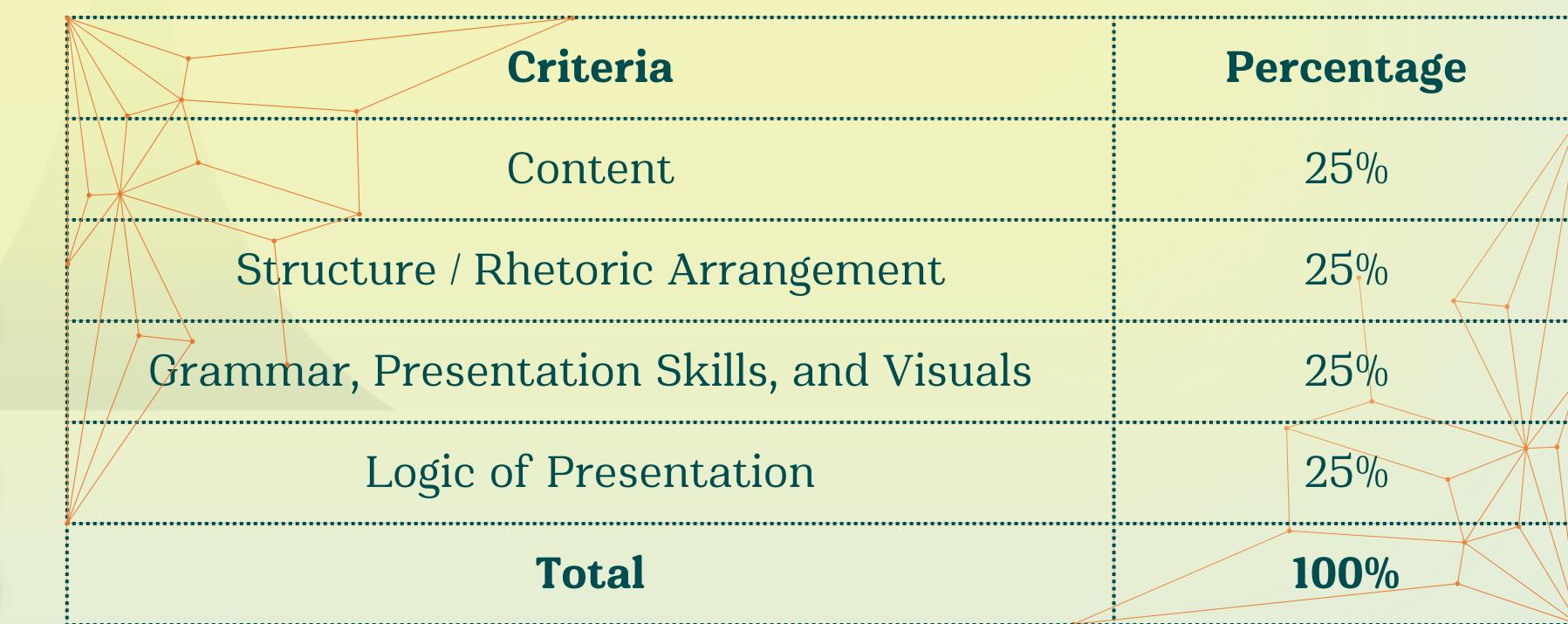
1. Teams will be randomly assigned to a group. Each team will be assessed by a panel of three judges. The order of presentation will be determined randomly at the time of the competition.
2. Each team is allotted ten (10) minutes to present to the judges and a live audience which would neither include other teams in the group nor other teams from the same school. A 2-minute Q&A will follow.
3. Only the top two (2) teams in each group will advance to the finals, which will be held three weeks later.
4. English or Filipino may be used as the main speaking language during the presentation.
5. Results will be announced after a 2-hour break after the last team presentation.
6. In case of a tie, the judges may decide to send up to three (3) teams to the Final Round. The SciComm Board has the final decision on how many teams to allow for the Final Round.

Final Round Flow

Time	Duration	Activity
7:30am	1.5 hour	Registration
9:00am	1 hour	Opening Program
10:00am	2 hours	Competition Proper
12:00nn	1.5 hour	Lunch
1:30pm	1 hour	Announcement of Winners
2:30pm	30 minutes	Egress and Evaluation

Criteria for Judging

1. The topics will be randomly assigned to the finalists right after announcing those who will advance to the final round.
2. Each team is allotted ten (10) minutes for the presentation, followed by a short 3-minute Q&A session.
3. The order of presentation of the finalists will be determined randomly and will be flashed on the screen before the start of the presentations.
4. There will be only one set of judges during the Final Round.
5. Each team finalist will give their presentation before the judges and a live audience consisting of teachers, students, and guests.
6. Teams may invite additional guests to witness the event, as long as the list of the invited guests are given on or before the deadline.
7. The results will be announced after the break from the last team presentation.





1st Runner Up

8,000php
for the students

4,000php
for the coach

Champion

10,000php
for the students

5,000php
for the coach

Don't miss the chance
to win a share of the
36,000php
worth of EXCITING PRIZES!

2nd Runner Up

6,000php
for the students

3,000php
for the coach

For more inquiries



scicomm@uap.asia



scicomm-2024.onrender.com



UA&P SciComm



uapscicomm



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