**Hackathon EVENT**

Mechanics/Guidelines

1. Players must be bona fide students of STI College Davao, and must be enrolled in courses of BSIT, BSCS, BSCPE, and ASCT.
2. The competing teams shall consist of 3 members of any Year Level.
3. All participants must be present on-site.
4. No References.
5. No Cellphones.
6. There will be no substitutions or revisions to the information provided once you’ve submitted your list of team members.
7. The event will take place at STI College Computer Laboratory 3.
8. The event will last no more than three (3) hours.
9. The Hackathon will only employ **Basic Java Programming**.

Tournament Guidelines

1. Every team must be in Computer Lab 3, five (5) minutes before the event starts. If the team does not show up within the specific time frame, there will be an immediate forfeiture.
2. Any form of cheating is not allowed. Thus, if proven so will be disqualified from the event.
3. The question sheet will be distributed to each team during the event. The following machine problems will vary in difficulty and points, giving players a variety of options when answering the question sheet.
4. If there is a tie, the tie-breaking method is to start another round or count the number of correct answers in the sheet to break the tie.
5. Participants are not permitted to use the internet. If this is proven, they will be disqualified from the event.

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**SHUTTER’S BEST**

The Shutter’s Best is a competition where STI students employ creative photography to interpret, capture the ‘moment’, or give life to a thematic concept given to them.

Theme:

 General Guidelines and Mechanics:

1. Everyone from the Computer Department is allowed to participate.
2. Entrants shall be informed of the schedule and venue of the on-the-spot photo shoot before the competition date.
3. Before the start of the shutters best, entrants are informed of the theme within the day.
4. Entrants are expected to follow the theme, otherwise the image would not be accepted.
5. Entrants shall be allowed to wear casual clothes. This is to allow them to move freely while taking their shots.
6. Before the start of the competition, the Competition Committee shall:
   1. Set only one (1) picture to be sent and judged, but entrants could take how many pictures they want.
   2. Set image quality as Raw and/or JPEG.
   3. Ensure that the image or file can be uploaded to the given Google Drive folder
7. Digital single-lens reflex camera or any digital camera can be used to take pictures. Use of other devices with cameras such as smartphones, tablets, GoPro, action cams, laptop cameras, and the like shall not be allowed and will lead to the disqualification of the entry.
8. At the end of the photo shoot, entrants shall submit and upload their work to the given link by the Competition Committee.
9. Entrants shall be asked for the name of their works according to their title, and number one (1) shall be given to the first entrant to pass their work.
10. The Competition Committee shall record the assigned number and save the entrant's photos accordingly.
11. The Competition Committee shall retrieve each entry and print a copy to be used for judging.
12. All entries should comply with the prescribed format for each category as follows:
    1. Type: Colored
    2. File Format: Raw + JPEG
    3. Image Resolution: Minimum of 1 MB

* Non-adherence in any of the categories shall result in a five-point deduction from the judges’ averaged score.

1. All entries shall be displayed and judged with only the drawn number and without the title of the entry.
2. Winners shall be judged based on the criteria for this competition. The Champion, 1st Runner-up, and 2nd Runner-up will be awarded based on the ranked averaged scores.
3. The Board of Judges’ decision is final and irrevocable.

**JUDGING CRITERIA**

|  |  |
| --- | --- |
| **RELEVANCE TO THEME**  Clarity of an entrant's vision of the theme. It includes the message and interpretation created by the image and the visceral impact it has on the viewer. | 0 -35 points |
| **COMPOSITION**  General organization of the image resulting in the immediate recognition of the subject that is the most important element in the photograph. | 0 -30 points |
| **CREATIVITY AND ORIGINALITY**  Ability of the entrant to present the visual elements in a unique and interesting manner. | 0 -25 points |
| **QUALITY OF IMAGE**  Use of natural lighting and focus. | 0 -10 points |
| TOTAL POSSIBLE POINTS | 0-100 POINTS |

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrato**

**LOGO MAKING CONTEST**

Mechanics/Guidelines:

1. Everyone from the Computer Department is allowed to participate.
2. The Logo must illustrate, interpret, and emphasize the theme, **“Information Technology as a Driving Force in Creating”**.

(Note: Entries should capture the theme. The Artwork that depicts or suggests negative themes such as nudity, drug abuse, violence, extreme political views, and the like are disqualified.) Before the start of the competition, the Competition Committee shall:

* 1. Set only one (1) picture to be sent and judged.
  2. Ensure that the image or file can be uploaded to the given Google Drive folder.

1. The logo must be done freehand using any **Editing Apps**.
2. Each entrant can start editing the moment he/she has registered for this competition. The LOGO should be passed by December 16, 2022, in the morning. Going beyond the allotted time shall not be allowed. The Event Competition Committee may remind the participants of this before and during the event competition.
3. All entries should comply with the prescribed format for each category as follows:
4. Type: Colored
5. File Format: PNG, JPEG, PDF, IMG
6. Image Resolution: Minimum of 1MB
   1. Non-adherence in any category shall result in a five-point deduction from the judges’ average score.
7. Entrants shall submit and upload their work to the given link by the Competition Committee.
8. Number one (1) shall be given to the first entrant to pass their work.
9. To allow anonymity during judging, the participants are not allowed to make any reference or provide information that will divulge their identities. Otherwise, this would result in a deduction of five (5) points from the average score of the participant.
10. The winners shall be judged based on the criteria for this competition. The Champion, 1st Runner-up, and 2nd Runner-up will be awarded based on the ranking of the judges’ averaged scores.
11. The LOGO of the Champion shall be picked as the official LOGO of STI College Davao Computer Department.
12. The Board of Judges’ decision is final and irrevocable.

**JUDGING CRITERIA**

|  |  |  |
| --- | --- | --- |
| **CRITERIA** | **DESCRIPTION** | **PERCENTAGE** |
| **Relevance to the theme** | The work easily explains the theme and entices the general audience at first glance | **30%** |
| **Originality** | The work must be original | **30%** |
| **Creativity and Presentation** | Adherence to the technical requirements and contain elements that are creatively and correctly used (i.e., text, illustrations, etc.) | **40%** |
|  | **TOTAL** | **100%** |

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**E-SPORTS EVENT**

**VALORANT Tournament**

Mechanics/Guidelines

* + 1. Players must be bona fide students of STI College Davao and must be enrolled in courses of BSIT, BSCS, BSCPE, and ASCT.
    2. Every member of the team should have a grade point average of 75 or higher.
    3. Any other form of gambling is not allowed. Thus, if proven so will be disqualified in the event.
    4. All participating players must exist in-game, and all participating team members must be within the same in-game team.
    5. There will be no player substitutions or revisions to the information provided once the official list team members submitted.
    6. The elimination will be according to the bracketing provided.
    7. The events held in Internet Cafe

Tournament Guidelines:

1. Every team must be in the Discord channel five (5) minutes before their set game time. If one of the players will not show up or is unavailable, the 6th (sub) player will play the game. If the team does not show up within the specified time frame, there will be an immediate forfeiture.
2. Each team must have one in-game (1) observer.
3. All players must only use their own game account to take part in the matches.

**\*Piloting of accounts, if proven, will be automatically disqualified from the entire tournament.**

1. There will be a maximum of 2 pauses (1 per half-round) with a maximum time duration of 3 minutes only.
2. The host will not be liable for any of the following:

* Poor internet connection
* Disconnection of players
* AFK
* Phone bugs

1. The tournament will not be paused or restarted if any occurrences mentioned above will happen during the game.
2. In Each match, both teams must ban one (1) map, the map to be played on will be chosen out of the remaining maps available via wheel picker (therefore it is random).
3. Qualifying Stage is a Single Round Robin (Point System). The **Qualifying Stage** will be the **Single Elimination Round**, and the **Top 4 Teams** will advance to the Playoffs. **Playoffs Stage** will be **Best of 2**, and the **Top 2 Teams** will advance to the Finals. **The Final Stage** will be Best-of-3 games.

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**Mobile Legends Tournament**

Mechanics/Guidelines

1. Players must be bona fide students of STI College Davao and must be enrolled in courses of BSIT, BSCS, BSCPE, and ASCT.
2. Every member of the team should have a grade point average of 75 or higher.
3. Any other form of gambling is not allowed. Thus, if proven so will be disqualified from the event.
4. All participating players must exist in the game, and all participating team members must be within the same in-game team.
5. There will be no player substitutions or revisions to the information provided once the official list is submitted.
6. The elimination will be according to the bracketing provided.
7. All players must be present at the venue when their match begins.

Tournament Guidelines:

1. Every team must be in the Discord channel five (5) minutes before their set game time. If one of the players will not show up or is unavailable, the 6th (sub) player will play the game. If the team does not show up within the specified time frame, there will be an immediate forfeiture.
2. To prevent poor internet connectivity during the match, all participants are encouraged to secure a good internet signal and/or extra load/data before their scheduled game. It is required to have two devices: one for the conference call and the other one for playing the game.
3. If a player disconnects during the drafting phase and won't be able to ban or pick correctly, a remake will be made, and teams will have to do a fresh draft. Take note: One remake per team only.
4. All players must only use their own game account to take part in the matches.

\*Piloting of accounts, if proven, will be automatically disqualified from the entire tournament.

1. The host will not be liable for any of the following:

* Poor internet connection
* Disconnection of players
* AFK
* Phone bugs

1. The tournament will not be paused or restarted if any occurrences mentioned above will happen during the game.
2. Qualifying Stage is a Single Round Robin (Point System). The **Qualifying Stage** will be the **Single Elimination Round**, and the **Top 4 Teams** will advance to the Playoffs. **Playoffs Stage** will be **Best of 2**, and the **Top 2 Teams** will advance to the Finals. **The Final Stage** will be Best-of-3 games.

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**Dota 2 Tournament**

Mechanics/Guidelines

1. Players must be bona fide students of STI College Davao and must be enrolled in courses of BSIT, BSCS, BSCPE, and ASCT.
2. Every member of the team should have a grade point average of 75 or higher.
3. Any other form of gambling is not allowed. Thus, if proven so will be disqualified from the event.
4. When competing in the event, all participants are not required to participate onsite.
5. All participating players must exist in the game, and all participating team members must be within the same in-game team.
6. There will be no player substitutions or revisions to the information provided once the official list is submitted.
7. The elimination will be according to the bracketing provided.

Tournament Guidelines:

1. Every team must be in the Discord channel five (5) minutes before to their set game time. If one of the players will not show up or is unavailable, the 6th (sub) player will play the game. If the team does not show up within the specified time frame, there will be an immediate forfeiture.
2. If a player disconnects during the drafting phase and won't be able to ban or pick correctly, a remake will be made, and teams will have to do a fresh draft. Take note: One remake per team only.
3. All players must only use their own game account to take part in the matches.

**\*Piloting of accounts, if proven, will be automatically disqualified from the entire tournament.**

1. The host will not be liable of any of the following:

* Poor internet connection
* Disconnection of players
* AFK
* Computer bugs

1. The tournament will not be paused or restarted if any occurrences mentioned above will happen during the game.
2. Qualifying Stage is a Single Round Robin (Point System). The **Qualifying Stage** will be the **Single Elimination Round**, and the **Top 4 Teams** will advance to the Playoffs. **Playoffs Stage** will be **Best of 2**, and the **Top 2 Teams** will advance to the Finals. **The Final Stage** will be **Best-of-3 games**.

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**Tetris Battle Royale Tournament**

Mechanics/Guidelines:

1. Players must be bona fide students of STI College Davao and must be enrolled in courses of BSIT, BSCS, BSCPE, and ASCT.
2. The event is **Open for All**.
3. Participants must be in **Computer Laboratory 3** in five (5) minutes before the set game. Failure to show up within the specified time frame will be disqualified.
4. Every member of the team should have a grade point average of 75 or higher.
5. Any other form of gambling is not allowed. Thus, if proven so will be disqualified in the event.
6. All players must be present at the venue when their match begins.
7. The game will take place on <https://tetr.io/> website.
8. Since it is a battle royale tournament, the winner will be the last man standing
9. There will be five (5) game sets. Every game set, the last one standing will be the winner, then the others will be eliminated from the game.
10. Below is the list of default controls in the game. It can be changed according to the player’s preference.

|  |  |
| --- | --- |
| move falling piece left | ARROWLEFT, LEFT, NUMPAD4 |
| move falling piece right | ARROWRIGHT, RIGHT, NUMPAD6 |
| soft drop | ARROWDOWN, DOWN, NUMPAD2 |
| hard drop | SPACE, NUMPAD8 |
| rotate counterclockwise | CONTROL, CONTROLLEFT, Z, KEYZ, NUMPAD3, NUMPAD7 |
| rotate clockwise | ARROWUP, UP, X, KEYX, NUMPAD1, NUMPAD5, NUMPAD9 |
| rotate 180 | A, KEYA |
| swap hold piece | SHIFT, SHIFTLEFT, C, KEYC, NUMPAD0 |

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**Quiz Bowl**

Teams apply ingenuity, analytical ability, and recall of significant information as they compete in a quiz covering various subject areas.

**Subject Coverage**

* Arts and Literature – topics include art appreciation, 21st Century Literature, and Philippine and world literature
* History and Culture – topics include Philippine and world history, and culture
* Mathematics – topics include basic math concepts, basic statistics, and algebra
* Science and Technology – topics include basic concepts in earth science, biology, physics, and chemistry
* General Information – topics include information on common events that take place in the recent past

General Guidelines and Mechanics:

1. The competing teams shall consist of 3 members and each team consisting of any Year Level.
2. Questions shall be displayed or projected on a screen.
3. All questions shall be read twice, and the timer starts when the Quiz master says “Go”.
4. Answers to questions are required to be manually written on the boards/paper provided for each team. It shall be raised when the allotted time is over.
5. All groups will answer the same set of questions in writing. Before the question is read, the group must raise their markers.
6. Failure to do guidelines four (4) and five (5) will signal a warning for the first offense and disqualification for the second.
7. The competition is divided into three rounds: ONCE AND FOR ALL, DOUBLE THE FUN, and TRIPLE TREAT. The level of difficulty increases as it moves to the next round. In each round, all the teams are given an equal chance to answer all the questions.
   1. For **ONCE AND FOR ALL ROUND**, 10 questions will be asked. Each question is worth one (1) point. The teams are given 10 seconds to answer each item unless specified in the question.
   2. For **DOUBLE THE FUN ROUND**, 7 questions will be asked. Each question is worth two (3) points. The teams are given 15 seconds to answer each item unless specified in the question.
   3. For **TRIPLE TREAT ROUND**, 3 questions will be asked. Each question is worth three (5) points. The teams are given 20 seconds to answer each item unless specified in the question.
8. Answers with wrong spelling and capitalization are considered incorrect.
9. The Quiz Master has the authority to override the system on the acceptability of answers.
10. Smartphones are not allowed.
11. Any team caught in the act of cheating, or any form of dishonesty shall automatically be disqualified.
12. Scoring and Declaration of Winners
    1. After each question, the teams are given corresponding points. Accumulated points are the scores for each round. Scoring is done using a manual score sheet/score board. Scores shall be announced by the Quiz Master each round.
    2. To determine the ranking, scores for the three (3) rounds are accumulated. The three (3) teams with the highest accumulated scores shall be declared as the Champion, 1st Runner-up, and 2nd Runner-up winners. However, if a team got no points, that team will not be included in the ranking.
    3. TIE-BREAK
       1. In case of a tie at the end of the last round, tie-breaking questions as the case may be, will be given.
       2. Questions of any difficulty and type will be asked until one (1) team gains an advantage in score over the other.
       3. The first team to gain an advantage in score will be declared the victor of the tie and will merit the corresponding award.

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**

**Cosplay**

Mechanics/Guidelines

* + 1. The registration started on December 3 – 5, 2022 at onsite and online registration.
    2. Participants should be enrolled in courses **BSIT, BSCS, BSCPE,** and **ASCT**.
    3. The competition is **Open for All.**
    4. Participants should have a Solo Showcase in their costumes.
    5. Dress Code – Inappropriate Dress like too much revealing (Underwear) is prohibited. If the participants should follow the instructions, automatically Disqualified in these events.
    6. Equipment and props refer to anything inanimate used by cosplayers in relation to their character and performances. Equipment and props for the stage execution or performance are limited to those what the cosplayers were able to bring in the venue. Use of any movable objects from the venue is not allowed.
    7. It is possible to scatter things onstage during the performance, however getting the stage dirty is prohibited. Anything that takes time to clean-up or clear-out is prohibited.
    8. Use of fire or smoke in any form is strictly prohibited. Other dangerous and destructive equipment and props are strictly prohibited. Pyrotechnics is totally and legally prohibited.
    9. **Real or live weapons** are prohibited. These include but are not limited to swords, knives, poles, guns, sharpened edges, and similar objects. Similar objects refer to anything that could cause damage or injury or be used as projectiles or anything that may pose danger to the people around them.
    10. Only prop guns that do not resemble real or actual live guns will be permitted. Guns must be plastic and can be clearly recognizable as a toy and must not have any projectiles in their chamber. Projectiles are not allowed and will be confiscated.
    11. Prop weapons are all subjected to inspection by the registration staff.
    12. Averaging or total mean system will be used to tabulate the scores, these numbers will be provided by the competition’s judges.
    13. All participants and attendees must pay attention to the Guidelines, mechanics, category rules and official directions of the organizers. Any acts or omission committed against, them in any way will result to disqualification.

**JUDGING CRITERIA**

|  |  |  |
| --- | --- | --- |
| **CRITERIA** | **DESCRIPTION** | **PERCENTAGE** |
| **Costumes** | The work of costumes should follow the guidelines and mechanics. | **30%** |
| **Character** | The cosplayer should act as a character that they imitate | **30%** |
| **Creativity and Presentation** | Adherence to the technical requirements and contain elements that are creatively and correctly used (i.e., text, illustrations, etc.) | **40%** |
|  | **TOTAL** | **100%** |

Approved By:

MICHAEL JAKE RYAN SAMSON JESSON VER DEJIGA

**Academic Head Deputy School Administrator**