**PROBLEM ANALYSIS AND SOLUTION MAKING COMPETITION**

Venue | Time 8:00 am |

Topics: System Analysis, Business Process and Strategic Management in ICT

**Concept:**

The Problem Analysis and Solution Making Competition enable ICT students to engage in problem analysis on the business processes and strategic management side of the IT industry and solve these problems using information technology. This encourages ICT students to look through the business and management trends of ICT and promote innovations that might become the future technology.

**General Guidelines:**

1. Only one (1) team composed of three (3) student members can participate for every participating school in the 9TH PSITS Regional Convention.
2. One (1) student member can be chosen to present the output of the team, however, all members must be present during the presentation and open forum.
3. The output/s must be presented using any of the business process models/diagrams applicable for solution making (e.g. USE-CASE, Context) including the narrative.
4. The team may not consult or communicate with anyone outside the team in any form of communication during the contest. This includes, but not limited to the use of instant messaging, email, or other electronic forms of communication.
5. Only the teams, contest coordinators, and judges are allowed inside the room in the duration of the contest.
6. The team may bring any electronic or printed materials, or any references with them inside the venue of the contest. Electronic resources must be stored in a USB flash drive which is subject to scanning and content verification for any form of unauthorized document or application.
7. Every team is provided with one (1) computer workstation.
8. Any form of electronic device not provided and/or authorized by the contest committee is prohibited inside the contest venue. This includes but not limited to mobile phones, smart phones, music players, and tablets.
9. One (1) common problem is given to all participating teams and each team must pitch in their solution to the problem.
10. The team is given two (3) hours to come up with a solution. The time starts upon receiving the problem.
11. A reminder of the remaining time is issued 30 minutes and 15 minutes before the end of the allotted time.
12. At the end of two hours, a soft copy of the Narrative Solution, Process Flowchart and other applicable diagrams for the presentation of the solution must be handed to the contest coordinator. The document must be marked Final and/or password-protected to avoid unnecessary changes to the file.
13. Teams must not include any names, brands, trademarks, name of school. Only team number will serves as the information on their solution
14. Any violation of the rules and guidelines will result to a deduction of two (2) points of the offending team’s final score/points.
15. A Red flag can be raised by the assigned coach for violation of the rule 14 and must be ruled by the judges.
16. The contest duration shall be 5 hours in total, 3 hours will be spent for problem solving and 2 hours judging and presentation.

Presentation Guidelines

1. During presentation of results, the chairman of the board of judges reads the statement of the problem.
2. Each team must present their solution in front of the judges and the audience. The order of presentation is determined by drawing of lots.
3. Each team is given five (5) minutes to present their solution and another 5 minutes to answer the questions of the judges.
4. A time keeper signals a bell one (1) minute before and at the end of each segment.

Criteria for Judging

Originality of the Solution 25%

Business process models/diagrams 25%

applicable for solution making

(e.g. USE-CASE, DFD)

including the narrative.

Feasibility 30%

Operationally Feasible 10%

Technically Feasible 10%

Economically Feasible 5%

Financially Feasible 5%

Mastery and Presentation 20%

TOTAL 100%