

WARFRAMES

RULES AND REGULATIONS

Participants

- Participants should be either senior high school students or college students. It is recommended that participants have a background in web design using Figma application.
- Participants register as a team consisting of 1 to 3 members.
- The participating team should complete a Google form to register for the competition.
- Each team is required to pay Php 150-180 as a registration fee.

Guidelines

- **Platform:** The event will use **Discord** as its main platform for communication and announcements. Teams will be having a designated channel for their questions or inquiries.
- **Case Study:** [Will be revealed on the Contest Period]
- **Application:** Figma
- **Content:** A single landing page is only required. Images and references should be cited via a text file named resources.txt that will also be attached in the Google Forms submission provided. Such images should have a CC license.
- **Submissions:** Submit the link for the contest by pasting the link of your Figma Application on the provided **Google Form** by the event organizers on time. Participants are required to submit a **5-10 minute video presentation** showcasing their work. The video should focus on presenting their **Figma prototype of the website** created in response to the given case study.

Content of Video Presentation

- Introduction
- Figma Prototype Overview
- Features and Functionality
- Conclusion

Awarding

- Winners will be announced in our social media pages
- The Winners will be informed via email

Timelines

- **Registration (Early Bird):** February 2-6, 2026
- **Registration (Regular):** February 9-13, 2026
- **Contest Period:** February 16-19, 2026

- **Deadline of Submissions:** February 19, 2026, 11:59pm
- **Awarding:** February 23, 2026

Judging Criteria

Criterion	Example Related Questions	Percentage of the Total Score
Basic Criteria		30%
Relevance to the theme (15%)	<ul style="list-style-type: none"> Is the web prototype related to the theme? 	
Information Accuracy (15%)	<ul style="list-style-type: none"> Is the information provided within the web prototype accurate? 	
UI/UX Design		50%
Aesthetics (10%)	<ul style="list-style-type: none"> Is the web prototype visually appealing? Does it have a pleasing overall design? Were your first impressions about the website pleasant? Does the web prototype have a good use of the color scheme, typography, and layout? 	

Consistency (5%)	<ul style="list-style-type: none"> Is the design uniform? 	
Organization (10%)	<ul style="list-style-type: none"> Is the web prototype's organization well-structured, with its components logically arranged to facilitate a smooth 	

	user experience? <ul style="list-style-type: none"> Are UI elements placed intuitively, ensuring that users can easily navigate and interact with the prototype? 	
Interactiveness (10%)	<ul style="list-style-type: none"> Does the prototype allow for a realistic simulation of user flows and interactions? Can users perform key tasks as intended without encountering dead ends or confusing paths? 	
Overall Experience (15%)	<ul style="list-style-type: none"> Is the prototype user-friendly and enjoyable to interact with? 	
Creativity and Originality		15%
Creativity (10%)	<ul style="list-style-type: none"> Are there aspects of the website that seem novel or ingenious? 	
Originality (5%)	<ul style="list-style-type: none"> Are there external websites that look noticeably similar to the output website? 	
Presentation		5%
Engagement	<ul style="list-style-type: none"> Is the presenter engaging and able to maintain the audience's interest? 	

Time Management	<ul style="list-style-type: none"> Is the presentation within the allotted time? 	
Delivery of Information	<ul style="list-style-type: none"> Is the delivery of information cohesive 	

	<p>and logically structured, making it easy for the audience to follow the key points?</p> <ul style="list-style-type: none"> • Are complex ideas broken down into digestible parts, ensuring clarity throughout the presentation? 	
Total		100%

Consequences for Rule-breaking

1. The team shall be disqualified if any of the following has occurred.
 - a. Non-adherence to theme or requirements
 - b. Plagiarism and copying designs
2. The team shall receive point deductions from their final scores for each offense of the following.

Offense	Point Deduction
External sources without citation in the Figma application (e.g. image)	2 points per source
Failure to submit on-time	5 points per 30-minute window

AI Usage Policy

- AI-Generated Assets Are Allowed (With Disclosure)**
 You may use AI-generated elements (such as images or text) in your design, provided that you properly cite them in the **resources.txt** file. In addition, you must explicitly disclose how AI was used in your project. (e.g., “We used DALL-E to generate the logo and ChatGPT for placeholder text” or “No AI tools were used in this submission”).
- Fully AI-Generated Web Designs Are NOT Allowed**
 Your design must primarily be your own original work, created in Figma. AI should not be responsible for the majority of the layout, UI elements, or structure of your design. This ensures we can fairly evaluate creativity and originality—key judging criteria.
- Excessive AI Reliance May Lead to Deductions or Disqualification**
 If AI-generated content results in plagiarism, unoriginal designs, or excessive automation, it may lead to point deductions or even disqualification. Transparency is

key—by disclosing any AI tools used, we can better assess your team's effort and creativity.