**A yellow logo with a black background

Description automatically generated**

**UNIVERSITY OF THE EAST – CALOOCAN**

**LEAGUE OF INFORMATION TECHNOLOGY STUDENTS**

*2/F Engineering BLDG. UE Samson Road, Caloocan City*

September 11, 2023

**MR. CLEMENTE A. DIWAS**

Director, Student Affairs Office

THRU: **DR. ANGELITA GUIA**

Dean, College of Engineering

Dear Director Diwas,

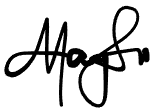
Greetings from the League of Information Technology Students!

The League of Information Technology Students (LITS) plans to hold a face-to-face event entitled **'TECHtris: Tetris Battle'**, in which the Information Technology students will be the participants. The event will take place on September 27, 2023, from [10:30 am to 1:30 pm] and will be conducted via Computer Laboratory 6 located at 2F Engineering Building.

The event presents an exciting opportunity for the organization's students to fully enjoy themselves, despite the absence of IT-related themes. Furthermore, it will serve as a platform to cultivate professionalism within the context of a competitive atmosphere. This event not only offers a chance for relaxation and fun but also promotes the development of essential skills and qualities that can be applied both in the game and in real-life situations.

Thank you for taking the time to consider this proposal. We hope to hear from you soon.



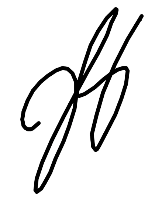
Sincerely,

Andrei Sta. Ana Aubrey Bunao

**VP-Internal, Project Head – LITS VP-External, Project Head LITS**

Ishmael Ramirez

**Auditor, Project Head - LITS**

Noted By:

Prof. Froilan De Guzman

**Adviser, LITS**

A screen shot of a black and yellow background

Description automatically generatedA screen shot of a black and yellow background

Description automatically generated

**LEAGUE OF INFORMATION TECHNOLOGY STUDENTS PROJECT PROPOSAL**

**I. PROJECT DESCRIPTION**

This project is a face-to-face event that is open to all IT students at the University of the East who are members of the League of Information Technology Students. This project is entitled “**TECHtris: Tetris Battle”** that aims to showcase the skills and abilities of the IT students in the game of Tetris while building connections with other students by means of participating in the event.

**II. PROJECT OVERVIEW**

**Name of the project:** **TECHtris: Tetris Battle**

**Nature of project:** Extra-curricular

**Date and time:** September 27, 2023, 10:30 am – 1:30 pm

**Venue:** Computer Laboratory Room 6, EN Building

**Committee-in-charge:** League of Information Technology Students officers

**Beneficiaries:** Members of League of Information Technology Students

**III. PROJECT OBJECTIVE**

The objective is to cultivate professionalism and pleasant environment together with the members of the League of Information Technology Students, allowing them to present their knowledge with the game of Tetris. We aim to develop the essential skills and critical thinking that can be applied by the students both in game and in real-life.

**Specific Objectives:**

Introduce all IT students to the game of Tetris.

Allow the students to showcase their skills in the game of Tetris.

Foster connections among new and existing IT members.

Organize engaging activities and icebreakers for interaction.

Inspire students to have a competitive but professional environment.

Create a sense of belonging and camaraderie within IT Students.

Leave freshmen with a positive outlook on their IT journey.

A screen shot of a black and yellow background

Description automatically generated

**IV. STRATEGIES AND METHODOLOGY**

**Planning Stage (Online & Face to face):**

**I.** All stages in the project, from the meeting to the event itself, shall take place face-to-face at the University.

**II.** An online meeting, led by the project heads, shall take place along with a brainstorming session within the council to conceptualize the project.

**III.** An online discussion of promotion, budget, materials, and other concerns shall be conducted by the council.

**IV.** The pertinent papers shall be dealt with and shall be electronically submitted to the appropriate departments to legitimize the project.

**V.** Follow-up online meetings shall be conducted to update and

make changes to the plan as deemed to be necessary.

**Implementing Stage (Face to face):**

1. Necessary preparations shall be checked as to their availability.

2. Publicity materials shall be posted for promotion.

3. The event shall strictly follow the planned schedule.

4. A face to face post-evaluation meeting shall be conducted after the event.

**V. PARTICIPATING ORGANIZATION**

League of Information Technology Students

**TASK DISTRIBUTION**

**Project Heads:**

Andrei Sta. Ana , Aubrey Bunao, Ishmael Ramirez

**Design and Advertisement:**

Mark Manliclic

**Documentation and Papers:**

Andrei Sta. Ana , Aubrey Bunao, Ishmael Ramirez

**Finances:**

Allyza Denisse Bispo & Ishmael Ramirez

**Technical:**

Andrei Sta. Ana , Aubrey Bunao, Ishmael Ramirez

**Registration Form:**

Andrei Sta. Ana , Aubrey Bunao, Ishmael Ramirez

**Evaluation Form:**

Andrei Sta. Ana , Aubrey Bunao, Ishmael Ramirez

A screen shot of a black and yellow background

Description automatically generated

**VII. RESOURCE REQUIREMENTS**

**A. Device**

Computer

Cellphones

Multimedia (Publication Materials)

We will be using the **computers in the Computer Laboratory Room 6 of the EN Building.**

**ONLINE EVALUATION**

Post-evaluation is prepared via online survey (Google Form) to determine and measure the success of the event. Evaluation forms shall be answered by the audience who joined the activity, and the data shall be gathered, tallied, and analyzed. The result of the evaluation shall be used for the improvement of similar online activities in the future.

A screen shot of a black and yellow background

Description automatically generated

**Program Flow**

**Name of Project:** TECHtris : Tetris Battle

**Nature of Project:** Extra-curricular

**Date and Time**: September 2023; 10:30 am to 1:30 pm

**Venue:** Computer Laboratory Room 6 of the EN Building

**Committee-in-charge:** League of Information Technology Students

**Beneficiaries:** Information Technologies Students

|  |  |
| --- | --- |
| **Time** | **Program** |
| 10:30 AM to 11:00 AM | Preparation |
| 11:00 AM to 11:05 AM | Introduction |
| 11:05 AM to 11:10 AM | Explanation of Rules |
| 11:10 AM to 11:30 AM | Starting game of the first set of Players |
| 11:30 AM to 11:50 AM | Starting game of the second set of Players |
| 11:50 AM to 12:10 PM | Starting game of the third set of Players |
| 12:10PM to 12:30 PM | Quarter-Final Round |
| 12:30 PM to 12:50 PM | Semi-Final Round |
| 12:50 PM to 1:15 PM | Finals Round |
| 1:15 PM to 1:20 PM | Inquiries Q&A |
| 1:20 PM to 1:25 PM | Closing Remarks |
| 1:25 PM to 1:30 PM | Evaluation |

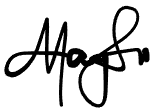
A screen shot of a black screen

Description automatically generated

**PREPARED BY:**

A black background with a blue signature

Description automatically generated





Andrei Sta. Ana Aubrey Bunao

**VP-INTERNAL, Project Head – LITS VP- EXTERNAL, Project Head LITS**

Ishmael Ramirez

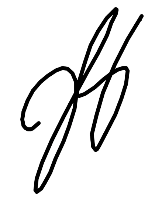
**AUDITOR, Project Head - LITS**

**NOTED BY:**

A black background with a black square

Description automatically generated with medium confidence

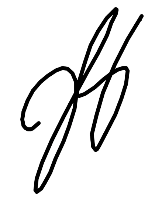
JOHN HYNES C. LONGARES

**PRESIDENT – LITS**

PROF. FROILAN DE GUZMAN

**ADVISER – LITS**

RECOMMENDING APPROVAL



DR. FROILAN DE GUZMAN

**DEPT. CHAIR, DEPARTMENT OF INFORMATION TECHNOLOGY**

DR. ANGELITA GUIA

**DEAN, COLLEGE OF ENGINEERING**

APPROVED BY

MR. CLEMENTE A. DIWAS

**DIRECTOR, STUDENT AFFAIRS OFFICE**