



CONTEST: IT Quiz Bee

RATIONALE: The "IT Quiz Bee" is an annual skills competition which aims to reorient students of the IT fundamentals and concepts. The activity will demonstrate the range of IT information, the programming potentials, the comprehensiveness and the amount of facts and data and the total expertise on the facets of Information Technology. Further, the spirit of camaraderie and sportsmanship would also be enhanced.

GENERAL MECHANICS

1. The SICM-CSP IT Quiz Bee contest is open to all third (3rd) and fourth (4th) year high school students both public and private schools with two (2) participants per school. Participants should be officially enrolled this S.Y. 2014-2015 in the school they are representing.
2. Participants can be a combination of one (1) 3rd year and one (1) 4th year, both 3rd year, or both 4th year.
3. The IT Quiz bee shall be composed of an Elimination Phase and a Final Phase. Both phases are divided into three (3) rounds: Easy, Average, and Difficult rounds. The Elimination Phase is composed of five (5) questions while the Final Phase is composed of ten (10) questions.
4. The questions to be asked in each round shall be from the following categories:
 - Computer Fundamentals
 - Introduction to Computer
 - Components of Computer
 - MS Office Applications
 - Word
 - Excel
 - PowerPoint
 - Programming and Web Development
 - Flowcharting
 - Database
 - Visual Basic
 - HTML/CSS/JavaScript
 - Multimedia
 - Imaging (Photoshop)
 - Animation (Flash)
 - Video Editing
 - Current Technology Trends and Issues
 - Social Networks
 - Local Business/ IT Telecom
 - Computer Trivia
 - Ethics
 - Wireless Technology
 - Android Applications
5. At the end of the Elimination Phase, the top 10 schools with the highest cumulative score shall proceed to the Final Phase.
6. At the end of the Final Phase, the contestant with the highest cumulative score shall be declared the Overall Winner. The next two highest scoring teams will be declared First and Second Runner up, respectively.
7. Substitute contestant for each team during the contest is not allowed.
8. Calculators are not allowed (in cases of problem solving).
9. In case a question relevant to the game arises, the attention of the Board of Judges and the Quiz Master shall be called to resolve the question raised. The game should be temporarily suspended until the question has been resolved. The decision of the Board of Judges shall be deemed FINAL.

10. Scores of the participating schools shall be shown after the end of each round.
11. All participants will be given Certificate of Participation and prizes for the winners.
12. Interested participants must fill up the application form and submit the names on or before September 3, 2014. Application forms may be downloaded from the school's website:
www.santaisabel.edu.ph/computerstudies.html and send it to sic_computerstudies@yahoo.com.

READING MECHANICS

1. Questions in any given round may be in the form of Identification, True or False, Multiple Choice and Problem Solving with corresponding time limit depending on the round.
2. Each question shall be read twice after which no repetition of the same will be done.

ANSWERING MECHANICS

1. During the Elimination Phase, contestants will be given a board and marker to place their answers.
2. During the Final Phase, contestants will enter their answer electronically as provided during the event.
3. The contestant can ONLY place their answers after the second reading of the questions and upon the GO signal given by the Quizmaster. For the Easy round, the time allotted to answer the question is fifteen (15) seconds. Average round is twenty (20) seconds and the Difficult round thirty (30) seconds.
4. Only exact and complete answers will merit full POINTS. Incomplete answers shall NOT BE ACCEPTED.
5. For numerical answers, proper rules on significant figures and rounding off must be observed.

SCORING MECHANICS

1. The quiz contest will follow a point system of scoring.
2. Points shall be distributed as follows:

Round	NO. OF ITEMS	CORRECT ANSWER (Points)	Total Points
Easy	5 items for Elimination Phase and 10 items for Final Phase	1	10
Average		3	30
Difficult		5	50

3. Incorrect, misspelled and no answer is equivalent to zero (0).
4. Scoring system shall be managed by a designated and official scorer. Any error in the scoring of any team should be raised by the duly designated representative of the school. Failure to raise, the score reflected on the scoring board is deemed correct and final at the end of each round.

TIE BREAKING MECHANICS

1. In case of a tie at the end of the last round of this contest, a tie breaker question will immediately ensue for a sudden death.
2. Clincher Questions shall be asked until one 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.



CONTEST: Infographics Design Contest

RATIONALE: This Infographics Design Contest aims to educate people in safeguarding one's identity in connecting to social media. The contest is an avenue to realize the important role and responsibility of every individual in utilizing social media as well as, understanding privacy rights with the use of creative infographic materials which should contain current and factual information.

THEME: "Safeguards in Connecting to Social Media"

CONTEST MECHANICS:

1. The SICM-CSP Infographics Design Contest is open to all third (3rd) and fourth (4th) year high school students both public and private schools with two (2) participants per school. Participants should be officially enrolled this S.Y. 2014-2015 in the school they are representing.
2. Participants can be a combination of one (1) 3rd year and one (1) 4th year, both 3rd year, or both 4th year.
3. Designs must revolve around the theme: "Safeguards in Connecting in Social Media". The design must be original, not previously released or used by any other individual.
4. Participants may either use Adobe Photoshop, Adobe Illustrator or Adobe InDesign preferably CS5 in creating designs. Since the contest will be ON-SITE, the school shall provide the software mentioned above as well as internet connection intended for researching the topics.
5. The design should be 2400 x 10800 pixels (8" x 36"). Designs must be done in two (2) electronic formats:
 - a. Raw Format - In High Resolution (*depending on the software used*)
 - b. Image Format - JPEG, BMP or PNG.

* Include the name of the school as part of the filename (i.e. *sic_inforgraphic.jpg*)

6. All entries should cite data sources and provide links to information for clarification and fact checking at the bottom of the design.
7. The designs will be judged based on the following criteria:

i. Content (<i>covers topic in-depth with details and examples</i>)	35%
ii. Graphical Layout (<i>all graphics are related to the topic and make it easier to understand</i>)	30%
iii. Visual Appeal (<i>makes excellent use of font, color, graphics, effects and others</i>)	25%
iv. Writing Mechanics (<i>No misspellings or grammatical errors. Sources are properly cited</i>)	10%

TOTAL: 100%

8. All participants will be given Certificate of Participation and prizes for the winners.
9. Interested participants must fill up the application form and submit the names on or before September 3, 2014. Application forms may be downloaded from the school's website: www.santaisabel.edu.ph/computerstudies.html and send it to sic_computerstudies@yahoo.com.



CONTEST: Flash Animation

RATIONALE: This contest allows students to express their ideas creatively and artistically on the subject (the given theme) while strengthening their technical skills in digital media, particularly, in creating animated presentations using Adobe Flash CS5.

THEME: "Safeguards in Connecting to Social Media"

GENERAL MECHANICS

13. The SICM-CSP Flash Animation contest is open to all third (3rd) and fourth (4th) year high school students both public and private schools with two (2) participants per school. Participants should be officially enrolled this S.Y. 2014-2015 in the school they are representing.
14. Participants can be a combination of one (1) 3rd year and one (1) 4th year, both 3rd year, or both 4th year.
15. Each team is only entitled to a single **(1)** computer unit and a maximum of **two (2)** hours to collaborate and create an original Flash presentation based on the given theme using Adobe Flash CS5.
16. Presentations must only be within a minute **(1)** to a maximum of **two (2)** minutes.
17. Teams may be allowed to use image files and sound clips subject to checking by the contest organizers. The use of pre-downloaded and ready-made animations, presets and effects is **STRICTLY PROHIBITED**.
18. Downloading of images and other files during the contest proper SHALL not be allowed.
19. The use of other input devices apart from keyboard and mouse SHALL not be allowed as well as the use of own personal computers (i.e. laptop).
20. Any entry not submitted after the two-hour competition proper SHALL not be accepted.
21. All entries must be saved with the following file format: ***school_flash.extension***
SAMPLE: sic_flash fla and sic_flash.swf
Each team is entitled to submit only **one (1)** entry. Once an entry has been submitted, it cannot be changed or replaced.

22. Entries shall be judged based on the following criteria:

i. Technique <i>(Skill and creativity in executing different Flash animation techniques and effects)</i>	40%
ii. Content <i>(Relevance of the presentation to the given theme)</i>	30%
iii. Visual Appeal <i>(This includes excellent use of color, font and overall creativity)</i>	30%
TOTAL:	100%

23. All participants shall receive Certificate of Participation and prizes for the winners.
24. Interested participants must fill up the application form and submit their names on or before **September 3, 2014**. Application forms may be downloaded from the school's website: www.santaisabel.edu.ph/computerstudies.html and send it to sic_computerstudies@yahoo.com.



CONTEST: PC Assembly / Disassembly

RATIONALE: PC Assembly and Disassembly is an integral skill in the IT industry and essential in maintaining and troubleshooting different computer systems. This aims to determine the one of the basic skill needed in computer hardware servicing or a computer technician.

CONTEST MECHANICS:

1. The SICM-CSP PC Assembly / Disassembly competition is open to 3rd Year and 4th Year High School Students both public and private schools with one (1) participant per school. The participant should be officially enrolled this S.Y. 2014 – 2015 in the school they are representing.
2. Contestants must bring their own tools (e.g. screwdrivers, pliers, anti-static strap, etc.).
3. PC Disassembly
 - a. Perform PC Disassembly with the allotted time of 30 minutes.
 - b. Participant will disassemble the computer in the fastest time possible.
 - c. No parts, components, and screws left behind.
 - d. Watcher/Timer/Committee/Judges will check for possible error and record it on the rating sheet.
4. PC Assembly
 - a. Perform PC Assembly, allotted time 40 minutes.
 - b. Participants will assemble the computer in the fastest time possible.
 - c. Time will be recorded after the contestant stops their time.
 - d. Participant must inform the Watcher/Committee/Judges immediately to stop his time when the computer displays its BIOS.
 - e. Watcher/Timer/Committee/Judges will check for possible error and record it on the rating sheet.
5. Key for Deduction/Elimination
 - a. One error is equal to 3 minutes additional to his/her time.
 - b. Contestant who damaged/destroyed major PC components (such as motherboard, processor, memory and power supply) will automatically be eliminated from the said contest.
 - c. In case the participant was not be able to run the computer right after the assembly, he is allowed to conduct troubleshooting but he must not exceed his time of 40 minutes.
 - d. In case of a tie, the least number of irregularities will be determined as the winners by Technical Committee. Decision of the Technical Committee is final.
6. All participants will be given Certificate of Participation and prizes for the winners.
7. Interested participants must fill up the application form and submit the names on or before September 3, 2014. Application Forms may be downloaded from the school's website: www.santaisabel.edu.ph/computerstudies.html and send it to sic_computerstudies@yahoo.com.



CONTEST: Programming Competition

RATIONALE: The programming competition aims to promote the skills of students in the aspect of Programming Languages. It demonstrates both logical and analytical skills needed in the field of Information Technology.

GENERAL MECHANICS

25. The SICM-CSP Programming Competition is open to all third (3rd) and fourth (4th) year high school students both public and private schools with two (2) participant per school. Participants should be officially enrolled this S.Y. 2014-2015 in the school they are representing.
26. Participants can be a combination of one (1) 3rd year and one (1) 4th year, both 3rd year, or both 4th year.
27. All five (5) machine problems will be handed out at the beginning of the competition. Copies will be provided for the judges, team coaches, and team members.
28. Each team will have one (1) computer assigned to them in a computer laboratory.
29. The time limit to solve the problems is two (2) hours.
30. Only team's coaches are allowed to make inquiries about the problems. Inquiries do not add any point.
31. Answered inquiries will be posted publicly so that all teams may benefit from it.
32. Any team finishing all the problems must leave the programming competition area.
33. Any conduct deemed unsportsmanlike, improper or disruptive by any judge or room monitor will be referred to the competition coordinator and the involved teams may be disqualified from the competition.
34. Teams may not converse with anyone outside of their own team and the programming competition judges, room monitors and officials. Teams may not converse with their coach.
35. A projector will display the timer and the current standings of each team.
36. The following are not allowed inside the competition:
 1. Books, notebooks and unnecessary personal belongings
 2. Cellular phones and other electronic gadgets
 3. Food and drinks
37. Each team must bring the following:
 1. Flash-drive
 2. Non-programmable calculator
 3. Clean sheets of scratch paper
 4. Pencil or pen
38. All questions that may arise during the game proper shall be forwarded directly to the Board of Judges.
39. In case a question relevant to the competition arises, the attention of the Board of Judges and the Facilitator shall be called to resolve the question being raised. The competition should be temporarily suspended until the question has been resolved.
40. The decision of the Board of Judges is FINAL.
41. All participants will be given Certificate of Participation and prizes for the winners.
42. Interested participants must fill up the application form and submit the names on or before September 3, 2014. Application forms may be downloaded from the school's website:
www.santaisabel.edu.ph/computerstudies.html and send it to sic_computerstudies@yahoo.com.

Programming Language

This competition will support Visual Basic 6.0 programming language with VB6.0 IDE and environments on PC's running Windows XP.



CONTEST: Web Design Competition

RATIONALE: This Web Design Competition aims to produce a 4+ page dynamic and interactive website based on the theme, use of web development tools and creative teamwork while applying HTML, CSS and Javascript that are compliant to XHTML standards of W3C.

THEME: “Safeguards in Connecting to Social Media”

CONTEST MECHANICS:

8. The SICM-CSP Web Design competition is open to 3rd Year and 4th Year High School Students both public and private schools with two (2) participants per school. The participants should be officially enrolled this S.Y. 2014 – 2015 in the school they are representing.
9. Website design and content must revolve around the theme: “Safeguards in Connecting to Social Media”. The web design must be original, not previously released or used by any other individual.
10. Each participating team will be assigned to a specific computer where they must create the necessary web pages using permitted development tools which are as follows:
 - a) Web Page: Notepad, Notepad++ and Dreamweaver
 - b) Image/Graphic: MS Paint, Photoshop CS5 and GIMP
 - c) Audio Editing/Conversion: Audacity and Mixcraft
 - d) Audio/Video Conversion: SUPER and YTD DownloaderA team’s laptop/netbook/tablet or mobile device may not be used during the duration of the competition.
11. The created website must contain the following components:
 - a) Index or Main Page
 - b) Introductory article or overview
 - c) Team contact information (School Name, Address, Contact Number, Name of Members and Email Addresses)
12. A webpage must contain the following parts: header, footer, content area and navigation. The <table> or <div> elements may be used in creating the layout of a web page. Web page templates may be created from scratch or from custom template files with editable and non-editable zones.
13. Web pages must utilize standard-based design with well-formed HTML and CSS wherein the expected DOCTYPE standard is HTML 4.01 (Strict/Transitional/Frameset) and should pass the W3C Markup Validation Service with Zero (0) errors (warnings are acceptable). Web pages must be fully functional in the Firefox and Google web browsers.
14. Cascading Style Sheets and JavaScript used must be created on the day of the competition from scratch or by using any of the allowed web development tools. Use of CSS from the internet or any other source is subject to disqualification of entry. Use of premade JavaScript code or JavaScript framework (i.e. JQuery, Prototype, MooTools) are not allowed and is also subject for disqualification of entry.
15. The website must also meet the following guidelines on accessibility of content:
 - a) In case JavaScript was used for navigation, a non-script alternative navigation option must be provided either in a sidebar or footer.
 - b) All images should be coded using the ALT attribute.
 - c) All text should be coded to allow resizing of the browser.
16. Web design and content should adhere to copyright laws. Web content (i.e. images, audio and videos) found in the Internet may be included provided a proof of documentation that permits its use can be shown. It is encouraged that the team use their own created item or a free source (include a URL reference to the source). The website may not contain material(s) deemed objectionable to the organizing committee (e.g. pornography, profanity, discriminating language referring to gender, race/ethnic origin or religious beliefs).
17. The use of browser plug-ins is not allowed such as Flash, Shockwave, Java, Silverlight or Air.
18. All web pages of the website must be saved with a .html as its extension filename. Only the default page filename must be saved as index.html in order to be run in a web server.

19. The team is not allowed to download and/or install software on the competition computer. A team cannot bring a book as reference; however, a team can make use of the Internet as a reference for needed codes but may not copy and paste it directly on the web pages.
20. The use of any removable media (USB Flash drive, CD and DVD) is also not allowed.
21. After the submission of the entry, each team will be given 3 minutes for an oral presentation of their website.
22. The web design will be judged based on the following criteria:
 - i. Content - 30%
 - theme relevance, content accuracy, correct spelling and grammar, adherence to copyright laws
 - ii. Aesthetic - 25%
 - visual appeal and style, consistency of appearance, readability of content and minimalist design
 - iii. Design - 20%
 - adherence of to HTML standards, functional navigation links, effective multimedia content and browser compatibility
 - iv. Usability and Accessibility - 20%
 - Written in user's language, minimal memory load, navigation Feedback, effective user notifications, accessible to visually impaired users and progressive content display.
 - v. Quality of Oral Presentation - 5%
23. All participants will be given Certificate of Participation and prizes for the winners.
24. Interested participants must fill up the application form and submit the names on or before September 3, 2014. Application Forms may be downloaded from the school's website: www.santaisabel.edu.ph/computerstudies.html and send it to sic_computerstudies@yahoo.com.