

ACQUAINTANCE PARTY
November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

PROGRAM FLOW

I. Opening Hymn		9:00 AM
a. National Anthem		
b. Prayer		
c. University Hymn		
II. Opening Remarks		9:10 AM
	Dr. Ma. Beth S. Conception, Dean	
III. Acquaintance Proper		9:15 AM
IV. Presentation of Group		9:25 AM
a. Video Presentation of Each group		
b. Presentation of Activities		
V. Presentation of the Board of Judges		10:00 AM
VI. Contest Proper		10:05 AM
a. CyberPunk Outfits		
b. Artwork Appropriation		
c. T-shirt Designing		
d. TeamTok Content Creation		
AFTERNOON SESSION		
VII. Virtual Love Note		1:30 PM
VIII. Ice Breaker		1:40 PM
IX. Quiz Bee		1:40 PM
X. CICTzens Got Talents		2:30 PM
XI. Giving of Certificate of Appreciation and Tokens for the Board of Judges		3:00 PM
XII. Virtual Jamming		
	CICT Students	3:30 PM
XIII. Tossing of Drinks		3:35 PM
	Jam Roanne Planco, CICT Student Council Chairperson	
XIV. Awarding Ceremony		3:40 PM
XV. Closing Remarks		3:45 PM
	Prof. Cyreneo Dofitas Jr., CICT Student Council Adviser	

Kyle Robles & Chelsea Joy Young
Event Hosts

ACQUAINTANCE PARTY
November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

RULES AND GUIDELINES FOR CYBERPUNK OUTFITS

Cyberpunk Outfit Competition is an exciting experience to showcase their tech-wear. CICTzens come dressed in their cyberpunk design that envision neon lights, skyscrapers and dystopian backdrops. Everyone in CICT wants to win, but only the best can win the prize.

Contest Guidelines

1. All participants must be bonafide undergraduate students of West Visayas State University - College of Information and Communications Technology and are enrolled in the first semester of the Academic Year 2021 - 2022.
2. There will only be a maximum of 3 entries per team.
3. Contest is open to all the participating teams of CYBERGENCE 2021.
4. Entries shall be an original work of art, not subject to plagiarism.
5. Entries must be relevant to the theme: "CYBERPUNK" (Tech -wear, futuristic street style outfit, or virtual clothing)
6. The competing groups are free to use whatever editing material they choose (photoshop, lightroom, Snapseed, Capture One Pro 21 etc.).
7. The image to be submitted must be in portrait layout and high-quality image
8. Submission of entries will be sent through your assigned facilitators and entries shall be compiled in a folder containing the following detail to be included:
 - a. Folder Name
 - o **TEAM NAME_CONTEST**
 - b. Short Description of the outfit (word file):
 - o **TEAM NAME__CONTEST_DESCRIPTION.docx**
 - c. Image File name
 - o **TEAM NAME_FULL NAME_CONTEST.jpg**
(Ex. GLEAMING PROXY_ALLYN NAVARRA_CYBERPUNK OUTFIT.jpg)
9. Contestants must submit their file on or before **Nov 10, 2021, 11:59 PM.**
10. Entries will be posted on the official CICT- Student Council Facebook page on November 11, 09:00 AM. Online voting will be closed on Nov. 12, 9:00am.
11. Entries will be judged based on the character they portray, their creativity, and their presentation.
12. The decision of Judges will be final and irrevocable.
13. Winners will be announced at the actual Acquaintance Party.
14. Entries that do not follow the Rules and Guidelines are subject to disqualification.

Criteria for Judging

Accuracy <ul style="list-style-type: none">• Appropriateness of the outfits for the particular event and conditions	25%
Creativity <ul style="list-style-type: none">• How hard each person had to work to complete his costume, find a rare prop, style the appropriate wig or do his make-up. As well as editing skills	25%

ACQUAINTANCE PARTY

November 12, 2021 – 9:00 AM

CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

Originality <ul style="list-style-type: none">Skill and thoroughness of the idea or the willingness to think outside box should be obvious in their outfit	20%
Facebook most likes/react entry	30%
TOTAL:	100%

SAMPLE OUTFITS:



ACQUAINTANCE PARTY
 November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

RULES AND GUIDELINES FOR ARTWORK APPROPRIATION

1. All participants must be bonafide undergraduate students of West Visayas State University - College of Information and Communications Technology and are enrolled in the first semester of the Academic Year 2021 - 2022.
2. There will only be a maximum of 3 entries per team.
3. Contest is open to all the participating teams of CYBERGENCE 2021.
4. The facilitators will be the one to provide the artwork, after which the participants will recreate the artwork in freedom of creativity and resourcefulness in final output.
5. Entries can either be in portrait orientation.
6. Participants can utilize editing software such as Lightroom, Photoshop or any editing software applications. Editing is limited only to Photo Enhancement.
7. Participants must share their recreation side-by-side with the original artwork.
8. The entries should be submitted in JPG form and in high quality image. The original artwork's size format must be followed.
9. Entries must be suitable for publication to a general audience and must not contain anything that is defamatory, sexually explicit, and or obscene images
10. Submission of entries will be sent through your assigned facilitators with the filename:

TEAM NAME_FULL NAME_CONTEST.jpg
 (Ex. GLEAMING PROXY_ALLYN NAVARRA_ART APPROPRIATION.jpg)
11. The decision of Judges will be final and irrevocable.
12. Winners will be announced at the actual Acquaintance Party.
13. Contestants must submit their entries on or before **Nov 10, 2021, 11:59 PM.**
14. Entries that do not follow the Rules and Guidelines are subject to disqualification

CRITERIA FOR JUDGING

Relevance to the Theme *The artwork should effectively communicate from the given theme	35%
Originality and Creativity *Must present creativeness and unique interpretation of the artwork	25%
Aesthetic Appeal *Quality of artistic composition and presentation using unique lighting, use of color, interesting perspective or by featuring an unusual subject.	25%
Overall Impact *The mood/emotions projected to the viewers and general design based on the theme	15%
TOTAL	100%

ACQUAINTANCE PARTY
November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

ARTWORK CHOICES:

A.



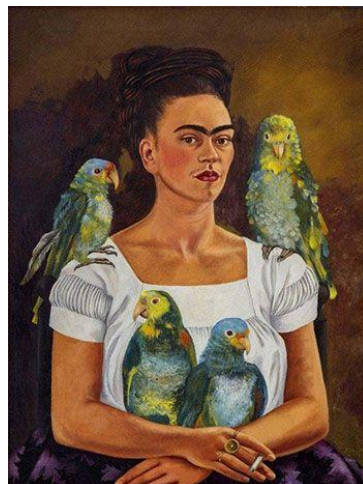
B.



C.



SAMPLE:



ACQUAINTANCE PARTY
November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

RULES AND GUIDELINES FOR T-SHIRT DESIGNING

1. All participants must be bonafide undergraduate students of West Visayas State University - College of Information and Communications Technology and are enrolled in the first semester of the Academic Year 2021 - 2022.
2. There will only be a maximum of 3 entries per team.
3. Contest is open to all the participating teams of CYBERGENCE 2021.
4. The T-shirt Design must represent **"College of Information and Communications Technology."**
5. The Design SHOULD include the following:
 - CICT Official Logo
 - Color orange elements
 - Text: "College of Information and Communications Technology."
6. Must not contain any malicious and offensive content.
7. The design should be edited into a Shirt Mock-up in ANY color.
8. All submitted works must be original of the contestant and must not include, be based on, or derived from any existing or third-party designs, trademarks, or copyrighted images. The participant will be held accountable to issues that may arise regarding the originality and authenticity of the design.
9. The T-shirt Design should be saved in PNG format and should individually be submitted along with the raw/editable file.
10. The file name should be:
TEAM NAME_FULL NAME_CONTEST.jpg
(Ex. GLEAMING PROXY_ALLYN NAVARRA_TSHIRT DESIGNING.jpg)
11. Deadline of submission of entries is on or before **November 10, 2021, 11:59 PM.**
12. All entries are to be uploaded after the submission period in our Facebook page - CICT Student Council (<https://www.facebook.com/CICTSC2122>).
13. The winning design may possibly be used as the official student shirt of College of Information and Communications Technology.
14. The decision of Judges will be final and irrevocable.
15. Winners will be announced at the actual Acquaintance Party.
16. Entries that do not follow the Rules and Guidelines are subject to disqualification.

Criteria for Judging

Creativity	30%
Originality	20%
Balance and Composition	20%
Relevance to the Theme	15%
Overall Tshirt Design	15%
TOTAL	100%

ACQUAINTANCE PARTY
November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

RULES AND GUIDELINES FOR TEAMTOK CONTENT CREATION

1. All participants must be bonafide undergraduate students of West Visayas State University - College of Information and Communications Technology and are enrolled in the first semester of the Academic Year 2021 - 2022.
2. There will only be a maximum of 3 entries per team.
3. Contest is open to all the participating teams of CYBERGENCE 2021.
4. The TEAMTOK CONTENT CREATION should highlight the concept of "**Face-to-Face versus Online Setup Scenarios**" through humor and creativity.
5. The duration of the final output must be at least 1 minute and must not exceed 3 minutes.
6. The use of Tiktok Application for video recording is not necessary. Participants have the freedom to choose whatever editing software/application they will use as long as it shows the essence of Content Creation.
6. The use of existing Tiktok videos or old outputs are not allowed.
7. The video content shall not contain any vulgar or profane language, and participants must observe appropriateness in their clothing.
8. Upon submission of all teams, each entry will be reviewed and will be posted in our official Facebook page; CICT Student Council (<https://www.facebook.com/CICTSC2122>) on November 11, 2021(9:00AM) and cut-off date for the reactions count will be on November 12, 2021 (9:00AM).
9. The entry should be saved in .mp4 file format with the file name:
TEAM NAME_FULL NAME_CONTEST.mp4
(Ex. GLEAMING PROXY_ALLYN NAVARRA_TEAMTOK.mp4)
10. The decision of Judges will be final and irrevocable.
11. Winners will be announced at the actual Acquaintance Party.
13. Entries should be in Portrait orientation (16:9)
14. Contestants must submit their entries on or before **November 10, 2021, 11:59 PM.**
15. Entries that do not follow the Rules and Guidelines are subject to disqualification.

Criteria for Judging

Concept/Relevance (Creativity, Originality, and Message)	40%
Character and Dialogue (Acting, Portrayal, and Mastery)	25%
Overall Visual Impact (Video Quality, Attire, and Artistry)	15%
Social Media Reactions (Total count of "Haha" reactions on Facebook)	20%
TOTAL	100%

ACQUAINTANCE PARTY

November 12, 2021 – 9:00 AM

CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

MECHANIC, RULES AND GUIDELINES FOR QUIZ BEE

1. All participants must be bonafide undergraduate students of West Visayas State University - College of Information and Communications Technology and are enrolled in the first semester of the Academic Year 2021 - 2022.
2. There will only be 1 contestant per team.
3. Contest is open to all the participating teams of CYBERGENCE 2021.
4. The contest shall consist of 10 participants (1 participant from each team.)
5. Each participant will provide their own bond paper and pentel pen/marker.
6. There will be three rounds of different difficulties – Easy, Average, and Difficult. Each round has a corresponding number of items, points, and time allotment for answering each item.
 - Easy - 15 questions; 1 point each; 15 seconds
 - Average - 10 questions; 3 points each; 20 seconds
 - Difficult – 5 questions; 5 points each; 20 seconds
7. The Quiz Master will read the question twice only, after which the contestants should write their answer in the answer sheets.
8. Top 8 participants with the highest scores garnered shall advance to the average round; participants who score at least 40 points will proceed to the difficult round.
9. In case two or more participants have the same number of points after each round, a tie-breaking question shall be given. If participants are still equal, another question shall be given.
10. Winners will be determined after the contest.

Quiz Bee Proper:

1. Zoom app will be used in conducting the game through the breakout room. A separate Breakout room will be created only for the participants of the game.
 2. All participants are only allowed to enter the breakout room after the signal of the quiz master.
 3. The quiz master shall give a signal 15 minutes before the contest.
 4. Every participant should be in the room 10 minutes before the start of the contest. Immediate disqualification will be implemented to those contestants who failed to show up 5 minutes after the supposed start of the quiz bee.
 5. During the contest proper, the contestants must assure to:
 - I. have a good internet connection,
 - II. use headsets or earphones for better audio,
 - III. prepare 30-50 sheets of 1/2 half-crosswise of long bond paper and black markers or any paper that is visible and handwriting must be legible. Illegible answers are automatically wrong.
-
1. During the contest proper, the contestants must observe the following rules.
 - I. No other applications or browsers will be opened except for Zoom.
 - II. The camera must be always turned on and should focus on the contestants. The Quiz Master shall read the question while the question itself will be flashed on the screen for the contestants to see.
 - III. CHEATING AND COACHING IS STRICTLY PROHIBITED.

ACQUAINTANCE PARTY

November 12, 2021 – 9:00 AM

CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

1. If a player is disconnected in the middle of the competition, they will be granted two (2) minutes to reconnect to the game (failure to return after the allotted time will result in an immediate disqualification from the game). The challenge, however, will continue, and the questions they did not answer will be marked incorrectly.

1. The questions shall be provided by the CICT Student Council and shall be taken from the following subject areas:

-Basic Programming

-CICT and WVSU Facts & History

-General knowledge about Computer

1. The quiz master shall read the questions twice. All participants must raise their hands and papers before the question is read. They must wait for the signal "GO" from the quiz master before they write their answers. Participants are only given fifteen (15) seconds for easy rounds and 20 seconds for average and difficult rounds to write their answers. After the allotted time, the bell will ring signifying that participants are no longer allowed to write their answers and must raise their papers. Failure to do so after the bell rang would mean that the contestants will be losing a point. PARTICIPANTS ARE NOT ALLOWED TO RAISE THEIR PAPER UNTIL THE QUIZ MASTER TELLS THEM TO DO SO. Only the quiz master has the right to declare whether the answers are correct or incorrect. NO CONTESTANTS WILL BE ALLOWED TO PUT THEIR PAPERS DOWN UNTIL THE QUIZ MASTER TELLS THEM TO DO SO. Putting the paper down without the instruction/go signal from the quiz master would mean that the contestants will be losing a point. Participants can only start answering the question after the signal of the Quiz Master. Violation of this shall be penalized with point reduction regardless of the answer given.

1. Once the correct answer is disclosed, concerns and protests must be voiced quickly. All candidates' concerns and protests will be directed to the quiz master for consideration and necessary action. Once the next round begins, no objections or protests about the prior round will be entertained. THE DECISION OF THE QUIZ MASTER IS FINAL, IRREVOCABLE AND UNAPPEALABLE.

1. Misbehavior of a participant during a contest is a sufficient condition for his/her disqualification.

1. Any question, query, or clarification (if there is) should be raised before the start of the contest. Any clarifications once the contest has started and/or after the contest will not be entertained.

1. Breakout rooms will be made for the Quiz Bee.

Declaration of Winners:

There shall be three (3) winners: 1st, 2nd, and 3rd Place. The participant who garnered the highest mark shall be declared as a winner.

ACQUAINTANCE PARTY
November 12, 2021 – 9:00 AM
CYBERGENCE 2021: Emerging CICTzens into a Virtual Iridescent World

RULES AND GUIDELINES FOR CICTzens Got Talent

CICTzens Got Talents is a "Magpasikat " competition similar to PGT or Pilipinas Got Talent, a Philippine reality talent competition show where anyone is free to showcase any talent they have to everyone. The best of all the performers will win the grand prize.

1. All participants must be bonafide undergraduate students of WVSU- CICT and are enrolled in the first semester of the academic year 2021 - 2022.
2. Contest is open to all participating teams of CYBERGENCE 2021.
3. Teams are allowed to submit a minimum of 1 entry and maximum of 2 entries.
4. Participants can be in a form of solo, duo, trio or group.
5. A variety of talent is encouraged such as singing, playing a musical instrument(s), dancing, magic tricks, poetry reading, stand-up comedy, or any talent as long as you can represent your team creatively.
6. All performances are pre-recorded and must be no longer than 4 minutes.
7. The performance must be a family-oriented event where all acts, lyrics, dancing, costumes, attire, language and behavior must be appropriate for all ages.
8. The video to be submitted must be in landscape layout and high-definition.
9. Presentations will be presented twice/thrice if technical issues happen.
10. The entry should be saved in .mp4 file format with the file name:
TEAM NAME_FULL NAME_CONTEST.mp4
(Ex. GLEAMING PROXY_ALLYN NAVARRA_GOT TALENT.mp4)
11. Contestants must submit their file on or before **November 10, 2021, 11:59 PM.**
12. Judges will judge all performances, and the performers with the highest percentage after the judge's tally wins.
13. The decision of Judges will be final and irrevocable.
14. Winners will be announced at the actual Acquaintance Party.
15. Entries that does not follow the Rules and Guidelines are subject for disqualifications

CICTzens Got Talents Criteria for Judging

Poise (confidence, covers mistakes well, composure)	10%
Physical Appearance (neatness, appropriateness, creative costumes)	15%
Originality and creativity	15%
Talent (music, ability, coordination, etc.)	40%
Overall Impression	20%
TOTAL	100%