

“CLASH OF BRAINS 2019” COMPETITION GUIDELINES

1. INTRODUCTION

Clash of Brains 2019 Competition is focused on persuading and arousing the skills and innovativeness of all invited students in Zanzibar. The following is a summary of the nature, mode and rules of the competition as of this year 2019.

2. NAME AND THEME

2.1 NAME

Dubbing name of this competition is ‘**Clash of Brains 2019**’; this is based on its nature of involving students from various academic categories.

2.2 THEME

Based on the current United Nations’ Sustainable Development Goals SDG’s and the current Tanzania’s strategy of Industrial development policy, theme is ‘**ICT for Industrial Development (ICT4ID)**’.

3. GENERAL COMPETITION GUIDELINES

It is to be noted that these guidelines are subject to upgrades and changes as deemed necessary by the organizing Committee. The guidelines touch areas such as mode of conduction of the competition, team selection and eligibility, competition areas, disqualification (participants, teams or judges), judging and assessment criteria.

3.1 Competition Modes

There are two modes in which this competition will be conducted, these are:

i. **Brain crash questions (ZU Students Only):**

These will involve short quizzes in the preliminary stages of the competition where those who fail to reach a set pass mark will be phased out (Details in the later sections) and Multiple choice questions in the last competition day

ii. **Technopreneur (ZU & Other institutions in Zanzibar):**

This will involve presentation of ICT based projects (Products/Service/Idea based) by either a team or individual participants from any area of study in the University such as economics, engineering, accounting, general science or as the participants find it convenient to them so long as it adheres to the criteria outlined in this guideline. The detailed guidelines are given in the later sections. As examples the projects may include but not limited to projects based on Mobile and Windows applications, Electronics, Mechatronics, Internet of things, Embedded systems, Based Small and Medium Enterprises (SME), and Social Welfare Services on ICT.

The following sections will be detailing the guidelines for each of the two modes as mentioned in section 3.1

3.2 GUIDELINES FOR THE “BRAIN CRASH QUESTIONS”

3.2.1 AREAS OF COMPETITION

The areas of competition from which the questions will be derived are:

Table 1: Areas of Competition for Mode i

i. ICT History	ii. Networking
iii. Programming including web designing	iv. Database
v. ICT Security	vi. ICT for Education, Economy, Social, Health, WASH and General Social Welfare

For what type of questions will be asked please read section 3.2.3

3.2.2 STAGES OF COMPETITION

i. Preliminary stages;

- a. Where the number of teams is considered large by the competition organizers, preliminary stages of competition will be done using short time recursive writing quizzes.
- b. A team which fails to reach minimum agreed marks will be phased out.
- c. A team which meets the minimum agreed marks will proceed to the grand finale.
- d. This stage will take place at least one day before grand finale.

ii. Grand Finale stage

- a. Only the teams which succeeded in stage (i) will proceed to this stage.
- b. This will be the final stage of the competition where the awarding of prizes will take place for both modes of competition.

3.2.3 QUESTIONING AND TIMING

Generally, the questions will be “*applied questions*”. Students are required to clearly relate the knowledge they have acquired from class to the real world industrial, economical, societal spheres.

i. Preliminary stage

- a. For the preliminary stages (refer 3.2.2 (i)) there will be 10 written questions and teams will be given 10 minutes to answer those questions.
- b. Questions will be of multiple choice formats, filling blanks, true and false or short answer questions.

ii. Grand finale stage

- a. For the grand finale sessions there will be at least 100 questions to be answered by the teams.

- b. Questions will be of multiple choice formats, filling blanks, true and false or short answer questions.
- c. During questioning the questions will be alternating in the given areas of competition for example networking question might be followed by Database question and so on.
- d. Each question will be given one minute for the team to **read, think and answer**.
- e. When a team answers incorrect, the same question will be given to other teams, and the teams shall write their answers in provided papers. The first team to raise their sheet of paper for display to the audience and judges will be assessed accordingly and the remaining teams shall no longer be considered for that particular question.
- f. When the answer provided in (e) is again incorrect, the question will be posed to the audience and the one who answers correctly will be awarded.
- g. When the answer provided in (f) is not correct, the organizers will have to provide the answer to the judges and the judges will declare it to the audience.

3.2.4 LEVELS OF QUESTIONING

- i. To get the final winner, there will be rounds of questioning ranging from basic to advanced questions.
- ii. The advanced questions will be more challenging than the basic questions but will be in the same areas as outlined in areas of competition (See section 3.2.1).

3.2.5 PARTICIPATION AND TEAM COMPOSITION

- i. As outlined earlier, all Zanzibar University students (Certificate, Diploma and Undergraduate) can participate in this competition.
- ii. Participants will be required to form a team of three (3) persons each, regardless of the faculty they come from (**it is encouraged however, to consider the competition areas when forming teams**).
- iii. Each team will have to fill a form provided with this guidelines document and send it to the organizers before the mentioned deadline.
- iv. Upon returning the form, each team will be required to pay a participation fee of 1000TSh, **the first five teams will not be charged**.

3.2.6 ASSESSMENT AND JUDGING

- i. In each stage of competition, a team will be awarded points based on the number of correct answers they have provided.
- ii. Points earned in stage (i) may enable a team to go to stage (ii) **but will not be considered** in assessing stage (ii).

- iii. In stage (ii), points will be counted as accumulation of correct answered questions asked directly to a team plus correct answers of questions in which other teams failed to answer.
- iv. Judges will give a final decision as to whether the question was answered correctly or incorrectly.
- v. When a disagreement arises among judges, a chief judge will give a final decision.
- vi. No appeals will be entertained on the chief judge's final decision.

3.2.7 CHEATING AND DISQUALIFICATION

- i. A team shall not acquire any help from any external source such as Internet, audience members, competition organizers, judges or any other persons or instruments apart from its group members' ideas.
- ii. When 3.2.7 (i) above is violated, the team will be immediately disqualified and phased out of the competition.

3.3 GUIDELINES FOR “TECHNOPRENEUR MODE”

3.3.1 AREAS OF COMPETITION

The areas of competition will be including but not limited to those in the Brain Crash questions (Table 1), these might include;

Table 2 Areas of Competition for Technopreneur Mode

i. ICT for health, agriculture, economics, social welfare and other socio-economic related areas.	ii. ICT for industrial automation
iii. ICT for community development	iv. ICT for business
v. ICT for Education	
vi. Any other related ICT based problem solving ideas, income generating ideas, entertainment based, Gender Issues, Child abuse, Data collection and management and as students find themselves fit.	

3.3.2 STAGES OF COMPETITION

i. Preliminary stage

- a. Participants will present their projects in special booths prepared.
- b. A participant/team which meets the minimum agreed marks will proceed to the grand finale.
- c. A participant/team which fails to reach minimum agreed marks will be phased out.
- d. This stage will take place at least one day before grand finale.

ii. Grand Finale stage

- a. Only the participants/teams which succeeded in stage (i) will proceed to this stage.
- b. Participants will present their products/services/ideas to the general audience.
- c. This will be the final stage of the competition where the awarding of prizes will take place.

3.3.3 PARTICIPATION AND TEAM COMPOSITION

- i. Participants can be **an individual or a team of students**.
- ii. A team will be required to fill the form attached with this guidelines document and send it to the organizers before the mentioned deadline.
- iii. A team will be required to pay participation fee of 1000Tsh and **the first five teams to submit the application will not be charged**.
- iv. Each team will be required to select a name that identifies it.

- v. Each team member shall bring a copy of his/her valid student's ID.

3.3.4 ASSESSMENT CRITERIA

Projects will be assessed based on the following criteria

- a. Relevance to the 2019 competition theme.
- b. Uniqueness/Novelty (How unique, innovative is the idea?).
- c. Scope (What the idea will cover, number of components, number of areas covered).
- d. Completeness. (Does the project meet its intended scope?).
- e. Business component/Marketability.
- f. Sustainability or Scalability (Can the idea be done on a large scale, can it be sustained and improved?).
- g. Presentation.
- h. Ability to respond to questions from the audience and judges.
- i. Audience perception.
- j. Security when applicable.

3.3.5 ASSESSMENT AND JUDGING

- i. Booths (huts) will be built where teams will be able to show cast their projects to the general audience, judges and invitees.
- ii. Invitees will be asked to vote for a best project according to their views in a designated voting box.
- iii. Judges will assess the projects according to the assessment criteria and the voting of the visitors.
- iv. Best teams based on (iii) will present their projects in the grand finale session and the winner will be prized.

4. RULES AND REGULATIONS

Each participant must abide by these rules and regulations:

- i. A participant must be a current student of the hosting or invited Institution.
- ii. A participant who has completed graduation with 3 months or has 3 months before joining the University may be allowed.
- iii. To be considered for the competition, each participant/team must fill, sign and submit application form along with a non-refundable payment of 1000TSh (Payment is exempted for the first five submissions; on First Come First Serve basis).
- iv. Each participant/team must choose one and only one mode of competition.
- v. There will be no substitution of team member after the preliminary stage.
- vi. Qualified applicants will be notified about 1 week after the submission deadline.
- vii. Clash of Brains Committee reserves the right to make rules and competition changes, and change the aforementioned competition dates.
- viii. This competition is subject to all applicable laws and regulations of Zanzibar University and is void where prohibited.

5. PRIZES

Prizes are promised to winners of the competition on the grand finale.

6. TIMELINE

S/N	Date	Event
1	14 th February, 2019	Release of the announcement and application forms
2	6 th March, 2019	Deadline for submitting applications
3	13 th March, 2019	Notification of successful applicants
4	30 th April, 2019	First day of competition
5	2 nd May, 2019	Grand Finale