

## New this year

The Main Project accounts for 96% of the final score. The score of team jubilating will account for 4% of the final score, it will be evaluated by a committee. But the Creative Jubilating Award is decided by voting from teams. Adding up the scores of jubilating and Main Project, the one with the highest score wins the champion.

### \*\*Team Jubilating\*\*

Team Jubilating: Each team perform a one minute jubilating to show their creativity, energy and team work.



Intelligent Ironman  
Creativity Contest



## Other important hints

The host will cover the living and lodging expenses for team members, one team advisor and one evaluation committees from Jul 28, 2020 to Aug 2, 2020.

Financial support for transportation expenses is limited to new team max of 40% of the total cost and is subject to availability. Please request early.

A tour in Taiwan under team's own expenses before or after the contest can be arranged. But do request as early as possible.

Food provided is mainly Chinese style. Teams can bring their own food if necessary. Teams can also specify the kind of food they want; the host will try to arrange a few meals as specified.

## Past participants

2005-2019 (in alphabetical order)



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## Assistant provided by the host

1. The host can send representatives to the location of foreign team for an explanation session. The session explains rules, tricks, requirements and spirits of the contest. Trial task will be given for practice.
2. For preliminary contest in foreign area, the host can provide all tasks and related material. If necessary, the host can send representatives to help with foreign preliminary contest.
3. The host can arrange tours before or after the contest in Taiwan for foreign teams. A local student guide may also be available under request. However, the cost for the tour should be paid by foreign teams.
4. If the school of the foreign team is looking for a sister school in Taiwan, the host can help with all the information, connection and tours to the sister schools.
5. Other information and help.



## International Contest Contact Information

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<http://ironman.creativity.edu.tw/18th/eng/introduction.html>



Dates. JUL 27 - AUG 2, 2020  
Location. Cheng Shiu University

# 智慧鐵人創意競賽

INTELLIGENT IRONMAN CREATIVITY CONTEST 2020

All the braves are invited to challenge the world-class Intelligent Ironman Creativity Contest.

Show their intelligence, innovation, endurance, physical strength, knowledge and willpower in the 72-hour non-stop contest.

**Champion team could win the prize of \$7000USD!!!**

## Important dates

Requesting for assistance (explanation, preliminary)	April 30, 2020
Registration deadline (by Postmark or email)	May 31, 2020
Check-in & Rule explanation	Evening, Jul 27, 2020
One day local tour	July 28, 2020
Social activity for all Teams	Jul 29, 2020
Opening ceremony & Team jubilating & Evening of banquet	Evening, July 29, 2020
Contest time	8AM of July 30, 2020 (72-hour non-stop) to 8AM of Aug 2, 2020
Project Evaluation	9AM to 2PM, Aug 2, 2020
Award presentation ceremony & Closing ceremony	Afternoon, Aug 2, 2020



### Organizer

Ministry Of Education  
Youth Development Administration, Ministry Of Education  
K-12 Education Administration, Ministry of Education



### EXECUTIVE

National Taiwan University

## Intelligent Ironman Creativity Contest

Do you want to be a leader and contribute to the world in the future? If the answer is yes, then you should think not only one step ahead but you must think more creatively. In order to make good ideas realized, you have to prepare yourself with physical strength, leadership, broad knowledge and be adventurous. Now, if you think you are qualified for the above features, come to Taiwan and prove yourself through the stage of the Intelligent Ironman Creativity Contest.

Although this is a hands-on contest, the Intelligent Ironman Creativity Contest adopts the structure of computer role-playing games. With the ingredients of adventure and innovation, not only Taiwan but also many other countries such as Germany, Japan, Korea, Singapore and 10 others have already taken it as one of the most important activities every year.

The contest requires students to combine their knowledge, physical strength, hardiness, creativity and teamwork to fulfill the ultimate requirement of many tasks. The best team among the finalists soon will become the new hero among the peer groups. This creative way of utilizing what students have learned at school will make learning more interesting and definitely give students a complete different experience.

We sincerely invite you to join 16th International Intelligent Ironman creative contest. Along with the students, teachers and media are also welcome to participate the contest. Once you touch the spirit of the contest, you will love it just as those who had been here before. Upon request, we will be willing to offer support for preliminary contest and explanation session in your country.

## What is the competition?

Intelligent Ironman Creativity Contest is a 72-hour non-stop competition. You have to design and create a real product from your own design. This is the requirement of the main project. You can find all the past examples at our official website.

Intelligent Ironman Creativity Contest wants you to utilize what you have learned in school creatively, and to challenge yourself and create your own magic.



## Intelligent Ironman Creativity Contest



## Forming a team and Registration

Students registering high schools or vocational high schools can form a team. It is advised to have team mates in different disciplines.

- A team should have minimum 4 and maximum 6 members.
- Due to the needs of knowledge from natural sciences, social science and other ability such as implementation, creativity, and physical strength, it is recommended that team member should specialize in different aspects.
- One team stands for each country. For those countries holding the preliminary contest with the team number exceeding 50, one more quota will be given.
- If the number of teams registered exceeds the host can accommodate, countries holding preliminary contest have higher priority. Remaining quota will be given to teams registering earliest.
- The official language is English.
- Each team may bring one evaluation committee member. There will be 6 evaluation committee selected from all international teams.
- Registration: Download forms and instruction from <http://ironman.creativity.edu.tw/18th/eng/introduction.html>

## Past example for main project

### Biomimetic Design

"Biomimetic Design" imitates and/or appropriates the structures, shapes and behavior of living things in nature to solve problems in a diversity of fields. Designers may draw inspiration from the grains, textures, colors, structures, systems, movements, images, etc. of organisms and create groundbreaking works.

Rules:

1. Create a biomimetic design and produce its prototype or model for a presentation to the judges in the performance zone.
2. The prototype or model must be able to automatically change part of its shape during the presentation.
3. Create a story to depict your biomimetic design's effects on sustainable living.
4. Create a ppt file to illustrate your design concept with dramatic effects, to be shown while reenact the story for the judges.
5. Include in the ppt file an original work of poetry describing the characteristics of the imitated creature(s) and the results of your biomimetic design.
6. Make an explanatory WORD file for the judges that is no longer than 2 pages.



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## Prizes

- Champion: NT\$150,000 (approx. 4,600 USD)
- Second place: NT\$80,000 (approx. 2,500 USD)
- Third place: NT\$50,000 (approx. 1,500 USD)
- Best Task Tackler Award: NT\$80,000 (approx. 2,500 USD)
- Creative Jubilating Award: NT\$10,000 (approx. 330 USD)



## Be the hero in real life!

Main project: Attendances are required to show their creative ideas by fabricating a product that has never been seen before within continuous 72 hours. During this period of time, they will be isolated from outside world as well as from other teams. This project emphasizes on both Science and Humanities.

Attendances start with no money or material. They must challenge various (side) tasks to earn "virtual money", and then use it to buy real materials from "virtual shop". There are three kinds of tasks – Natural science, Social science and Physical fitness. Team must challenge three kinds of tasks evenly. Therefore, teammates must have different specialties.

The finished main project product will be judged by a committee for its creativity, theme, appearance and functions. To finish the project in such a short time, attendances must make use of what they learn at school, their physical endurance and good team work skill to work out strategies and meet the requirements of the main project within the 72-hour period.

