



INTELLIGENT IRONMAN CREATIVITY CONTEST

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 and win the prize of \$7200USD!!!

Prizes

- Champion: NT\$150,000 (approx. 4,500 USD)
 - Second place: NT\$80,000 (approx. 2,400 USD)
 - Third place: NT\$50,000 (approx. 1,500 USD)
 - Best Task Tackler Award: NT\$80,000 (approx. 2,400 USD)
 - Creative Jubilating Award: NT\$10,000 (approx. 300 USD)
- Subject to local tax.

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 more creatively. In order to carry out good ideas, you have to prepare yourself with physical strength, leadership, broad knowledge and be adventurous. Now, if you think you are qualified for the features above, come to Taiwan and prove yourself through the competition 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 elements of adventure and innovation; not only Taiwan, but also many other countries, such as Chile, Germany, Japan, Korea, Singapore and 10 others have already taken IICC 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 amongst the peers. This is a creative way of utilizing what students have learned at school, making learning more interesting, and will definitely give students a completely distinct experience.

We sincerely invite you to join 2025 International Intelligent Ironman Creativity Contest. Along with the students, teachers and media are also welcomed to the contest. Once you take part of the contest, you will love it just as those who had been here before.

Be the hero in real life!

Main project: Contestants are required to demonstrate their creative ideas by crafting products that have 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. The main project emphasizes contestant concern on both natural science and humanity.

Contestants start the contest with no money or material. They must challenge various tasks to earn "virtual money", which is for buying actual materials from "virtual shop". There are three kinds of tasks - Natural Science, Social Science and Physical Fitness. Team must challenge three kinds of tasks on balance; therefore, teammates must have different specialties.

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

Forming a team and Registration

- Students registered in high schools or vocational high schools are eligible for forming a team.
- 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 countries holding preliminary contest with over 50 teams, one more quota will be given.
- If the number of teams registered exceeds the accommodation limit of the host, countries holding preliminary contest have higher priority. Remaining quota will be given to teams with earliest registration. ※The official language is English.
- Each team may bring one evaluation committee member. There will be 6 evaluation committee seats, which are selected from all international teams.
- Registration: Download forms and instruction from <https://ironman.creativity.edu.tw/Index/en>

Past participants

2005-2025 (in alphabetical order)



Previous examples

Main project of IICC 2025 : Museum of Emotions

Emotions are natural gifts which have affected our behaviors and decision making since the moment we were born. With the development of mental maturity, human could even capture up to 27 distinct emotions. Personal adjustments to emotions are closely linked to interpersonal relationships and quality of life yet people often misinterpret some emotions causing difficulties for adjustments.

Mission :

Construct a "Museum of Emotions" directing specified emotions, creating exhibits demonstrating "experiences of human emotions". In addition, provide devices which could repair emotions.

The goal of the Museum of Emotion is to allow the visitors of the museum to re-comprehend those misinterpreted emotions then further repair their own emotions.

Each team has to construct Museum of Emotions, perform and craft introductive display wall.

Performance :

Complete tour guide and process of visitors repairing their emotion. Performance has to be done in the classroom reserving space for six judges.

Museum of Emotions :

- The entire inner part of classroom could be used. It should include atleast three exhibits and repairing device.
- Optional miniature models or pictures are allowed for the judges to understand the layout.
- Projection equipment are not allowed.

Display Wall :

- has to be continuous and intact, the length of displaying side should not exceed 2 meter.
- Introducing the mechanic of "Device of Emotion Repair" or the layout of "Space for Emotion Reboot".
- Stating the background and emotional states of the visitors of the museum.



Team introduction

Each team perform a one minute jubilation to show their creativity, energy and team work. The top team will receive Creative Jubilation Award.

The Main Project accounts for 96% of the final score. The score of team jubilating will account for 4% of the final score, which 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.

IMPORTANT DATES



OTHER IMPORTANT HINTS

The host will cover the living and lodging expenses for all team members, one team advisor and one evaluation committee member from Aug 1, 2026 to Aug 6, 2026

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 is served 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.

Assists provided by the host

1. The host can send representatives to the designated location for an explanatory session. The session will explain rules, tricks, requirements and the spirits of the contest. Trial task will be given for practice.
2. If oversea preliminary contest is required, the host can provide all tasks and related materials. If necessary, the host can send representatives to help out oversea preliminary contest.
3. The host can arrange tours before or after the contest in Taiwan for foreign teams. A local student guide will also be provided under request. However, the expense of the tour will not be supported by the host.

Contact US

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