

## Past participants

2005-2017 (in alphabetical order)

 Austria	 Korea
 Belgium	 Malaysia
 Canada	 Nepal
 Chile	 Nigeria
 France	 Singapore
 Germany	 Sweden
 Hong Kong	 Taiwan
 Indonesia	 Thailand
 Israel	 Vietnam
 Japan	



## Important deadline dates

April 30, 2018	Requesting for assistance (explanation, preliminary)
May 31, 2018	Registration deadline (by Postmark or email)
Jun 30, 2018	Requesting for local tour arrangement

## Schedule

Evening of Jul 25, 2018	Check-in & Rule explanation
Jul 26, 2018	One day local tour
Evening Jul 26, 2018	Opening ceremony & Team jubilating & Evening of banquet
8AM of Jul 27, 2018 (72-hour non-stop) to 8AM of Jul 30, 2018	Contest time
9AM to 2PM, Jul 30, 2018	Project Evaluation
Afternoon of Jul 30, 2018	Award presentation ceremony & Closing ceremony



## Other important hints

The host will cover the living and lodging expenses for team members, one team advisor and one evaluation committees from Jul 25, 2018 to Jul 30, 2018

Financial support for transportation expenses is limited to new team max of 50% 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.

## 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. If preliminary contest is required 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.

## INTELLIGENT IRONMAN CREATIVITY CONTEST

## International Contest Contact Information

Professor Ko-Fei Liu (kfliu@ntu.edu.tw)  
Department of Civil Engineering, National Taiwan University  
Ironman Office (ironmanoffice@gmail.com)  
<http://ironman.creativity.edu.tw/16th/eng/index.html>

## Organizer



Youth Development Administration, Ministry Of Education

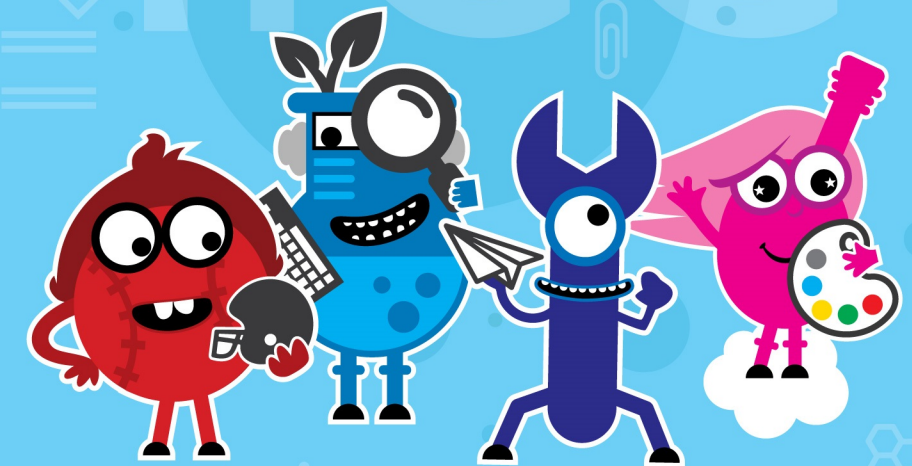


14TH IICC 2018

IICC



## Intelligent Ironman Creativity Contest 2018



**Dates. JUL 27 - JUL 30, 2018**  
**Location. Shih Hsin University**

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!!!**



## 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 14th 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 to be done?

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.

## What is the competition?

Intelligent Ironman Creativity Contest wants you to utilize what you have learned in school creatively, and to challenge yourself and create your own magic. During the contest, everyone can surf the Internet (the participants can use intranet only) to know each team's performance and their record at each task.



## 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 100, one more quota will be given.
- At least six international teams will be accepted. If the number of teams 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.
- Registration: Download forms and instruction from <http://ironman.creativity.edu.tw/16th/eng/index.html>



## 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. 300 USD)

## Past example for main project

### Rhapsody of a smart detective

A young girl had an accident at home. She is now in an intensive care unit in hospital. Police had put the case under investigation.

Rules:

1. There are photos that show the exact conditions of crime scene. Each team should try to find out what happened from these photos. Then use PPT file to explain what happened and how can one figure out the process from the photos.
2. The actual process of event should be as creative as possible. However, proof of the process should be as logical as possible. (This means creativity should go along with logic)
3. Team should invent a device with which the tragedy will be prevented.
4. Team should perform a 90 second show to demonstrate the event WITH the invented device. Team should produce everything that is needed in performing the show.



### Imminent

Terrorists have set up a bomb in your house. It is going to explode unless you design a 30 sec timing device to break the circuit.

Rules:

1. A short iron bar sits between two wooden blocks. Both ends of the iron bar are connected to a clock thru electric wire. You have to build a device to stop the current by forcing iron bar to move exactly at 30 sec after task master starts the count down. The clock will be stopped when the iron bar is moved.
2. If the clock stop time is not 30s, 5 points will be deducted for every 1 second difference.
3. Try to use material you can find at home to make at least 5 different designs.



## 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 no material. They must challenge various 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 product will be judged by a committee of the specialists 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.

