

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.



#IICC2020



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.

