

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 one step ahead, and 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 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 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 complete distinct experience.

We sincerely invite you to join the 18th International Intelligent Ironman Creativity Contest. Along with the students, teachers and media are also welcome to the contest. Once you take part in the contest, you will love it just as those teams

What is the competition?

The 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 previous examples from our official website.

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

Be the hero in real life!

The Main project: Contestants are required to demonstrate their creative ideas by crafting products that have never been seen before within 72 hours. During this period of time, they will be isolated from the outside world as well as from other teams. The main project emphasizes on both natural science and humanity.

Contestants start the contest with neither fund nor material. They must complete various side tasks to earn "virtual money", which is for buying actual materials from Virtual shop. The side tasks are split into three categories- Natural Science, Social Science and Physical Fitness. Team must challenge each category of side tasks evenly. 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.

Past participants

2005-2023 (in alphabetical order)



Previous examples for the 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 the crime scene. Each team should try to find out what happened from these photos. Use PPT slides to explain what happened, and how to recap the scene from the photos.
2. The recap scene should be as creative as possible. However, proof of the recap should be as logical as possible. (This implies creativity should go along with logic)
3. Team should invent a device to prevent such a tragedy.
4. Team should perform a 90 second demonstration with the invented device. Team should craft everything necessary for the demonstration.



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 through electric wire. You have to build a device to stop the current, by forcing the iron bar to move exactly 30 sec after the taskmaster starts the countdown. The clock will be stopped when the iron bar is moved.
2. If the clock does not stop at 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

Forming a team and Registration

A team should consist of 4 members at least and 6 members at most.

Due to the needs of knowledge from natural sciences, social science and other abilities such as implementation, creativity, and physical strength, it is recommended that team members should specialize in different aspects.

One team stands for one country. For those countries holding preliminary contests with more than 50 teams, one more quota will be given.

If the number of teams registered exceeds the accommodation limit of the host, countries holding preliminary contests have higher priority. Remaining quota will be given to teams registered earlier.

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> then e-mail to kfliu@ntu.edu.tw

Students registered in high schools or vocational high schools are eligible for forming a team. It is advised to have teammates of different disciplines.

Team Jubilation introduction

Each team performs one minute jubilation to show their creativity, energy and teamwork. The team with highest votes will receive Creative Jubilating Award.

The Main Project accounts for 96% of the final score.

The score of team jubilating accounts for 4% of the final score, which will be evaluated by a committee. But the Creative Jubilating Award is decided by vote from all teams.

Adding up the scores of jubilating and Main Project, the one with the highest score wins the champion.

Prizes

Champion: NT\$150,000 (approx. 5000 USD)

Second place: NT\$80,000 (approx. 2,660 USD)

Third place: NT\$50,000 (approx. 1,660 USD)

Best Task Tackler Award: NT\$80,000 (approx. 2,660 USD)

Creative Jubilating Award: NT\$10,000 (approx. 330 USD)

※ All cash prizes are subject to 20% local tax.

Important dates

Registration deadline (by Postmark or email)	Jun 30, 2024
Check-in & Rule explanation	Aug 5, 2024
One day local tour	Aug 6, 2024
Opening ceremony, Team jubilating & Evening of banquet	Evening, Aug 6, 2024
Contest time	8AM, Aug 7 - 8AM, Aug 10, 2024 (72-hour non-stop)
Project Evaluation	9AM to 2PM, Aug 10, 2024
Award presentation & Closing ceremony	Afternoon, Aug 10, 2024

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 5, 2024 to Aug 11, 2024

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

Food is served mainly in Chinese style. Teams can bring their own food if necessary.

Contact Us

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Organizer
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National Taiwan University

IIIC 2024

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. Champion team could win the prize of \$5000USD!!!

