ABOUT

Bandung Creative Society (BCS) is a Non-Government Organization (NGO) engaged in the creative world. The areas that are worked on are Event Agency, Event Organizer, Workshop, Seminar, Training, Technical Guidance, Development Program, Webinars, and so on both national and international. In addition, along with the times, BCS is also engaged in the digital sector such as podcast, content, social media engagement, and so on.

Indonesian Scientific Society (ISS) is a non-profit organization that is an NGO (non-government organization) which has the main vision of advancing the world of science with the realm of work through the Collaboration, Competition and Development program. The main mission of the ISS is to play a role in promoting, recognizing and supporting excellence in science, providing scientific advice in the form of policies, building global cooperation, education and public engagement and being an institution that demonstrates the importance of science to all.

Together, both parties want to realize the common goal of increasing interest in science and research and introducing findings and research in Indonesia to the world by holding an international scale event, namely the International Science, Technology and Engineering Competition (ISTEC). This year is our fifth year implementing ISTEC, with unique and interesting hopes and concepts, combining competition with exhibition, we strive to continue to support research and education in Indonesia.

OBJECTIVE

01

Foster Interest and Talent in Science and Technology

Provide a platform for students to explore and develop their interests in the fields of science, technology, and engineering.

02

Nurture Young Talent

Offer opportunities for talented students to showcase their skills in scientific research, technology, and engineering, motivating them to pursue careers in these fields.

03

Expand Knowledge and Skills

Provide participants with a venue to deepen their knowledge across various scientific disciplines and enhance research, analysis, and problem-solving skills

04

Facilitate International Collaboration

Create opportunities for collaboration among students, teachers, and young researchers from different countries, promoting the exchange of ideas and experiences at an international level

05

Encourage Innovation

Stimulate creativity and innovation in developing solutions for current scientific and technological challenges

06

Build Networks

Assist participants in building networks with fellow participants, mentors, and professionals in the fields of science and technology

CATEGORIES

Certainly, focusing on the specified categories of Science, Technology, and Engineering, here are descriptions for each category in the International Science, Technology, and Engineering Competition

Natural & Humanity

Natural & Humanity category invites participants to delve into the wonders of natural phenomena and scientific inquiry. From biology to physics, participants engage in rigorous research, experimentation, and analysis to deepen our understanding of the world around us. This category emphasizes the importance of observation, hypothesis testing, and critical thinking in scientific exploration.

Applied Technology

Applied Technology category spotlights the practical application of scientific knowledge to address real-world challenges. Participants showcase their technological innovations, spanning software and hardware solutions. This category encourages creativity, problem-solving, and the development of technologies that have the potential to shape the future.

Technical & Engineering

Technical & Engineering participants showcase their prowess in designing and building functional solutions to practical problems. From civil engineering, electrical engineering, food engineering, medical engineering, pharmachy, and biotechnology. Participants employ creativity and engineering principles to develop projects that demonstrate innovation, efficiency, and applicability in the field.

Education Level

Elementary

We have to cultivate being a researcher from an early age, right? Don't worry, we're not bite ☺

Junior HS

Give young people the opportunity to express and create, including in research
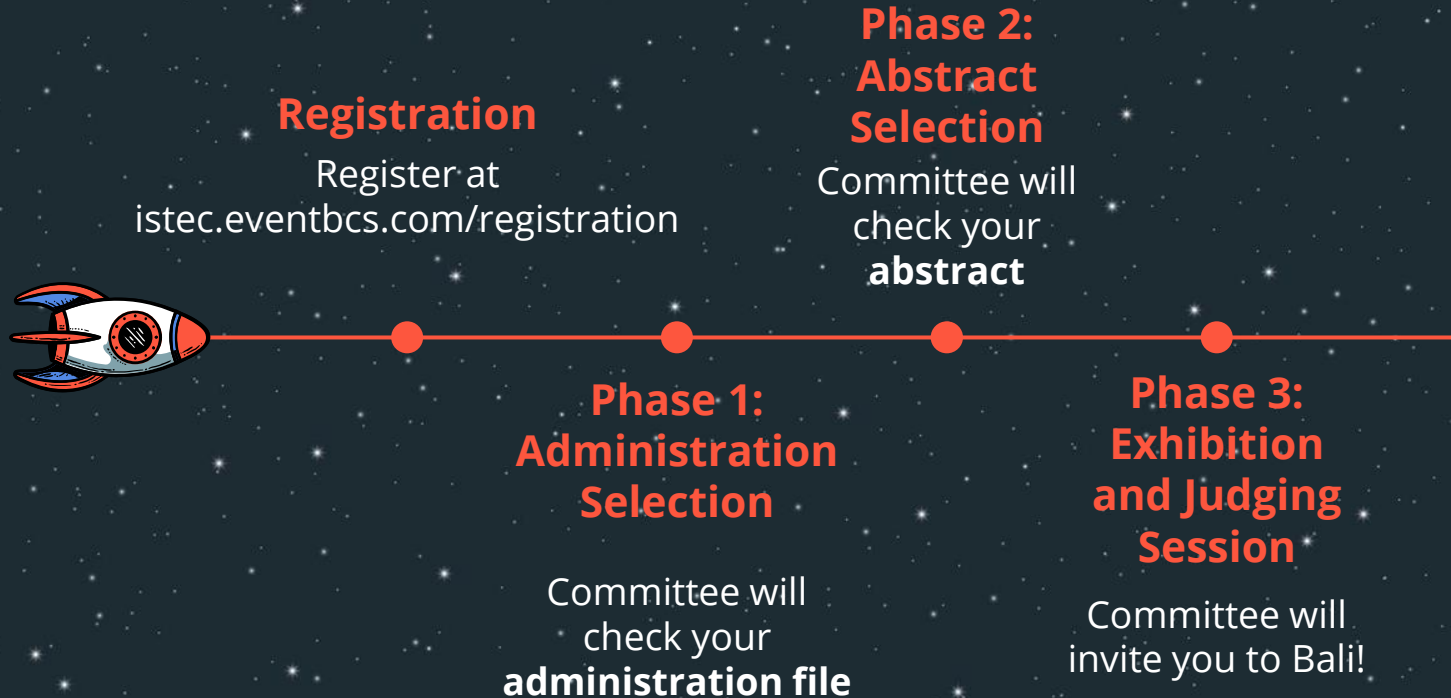
Senior HS

Uh oh, this is getting serious. you are already cool at this level. keep it up

College

You are great. The world of research is not for everyone and you are one of them. keep growing, okay?

Stage of Competition

Registration
Register at
istec.eventbcs.com/registration

**Phase 2:
Abstract
Selection**
Committee will
check your
abstract

**Phase 1:
Administration
Selection**

Committee will
check your
administration file

**Phase 3:
Exhibition
and Judging
Session**

Committee will
invite you to Bali!

Abstract Format

1. Abstract should not exceed one A4 page and font size Times New Roman;
2. Abstract should be between 150 and 300 words;
3. Abstract should be written as only one paragraph;
4. Abstract should include:

        Project Title;
        Participant's Name;
        Institution/ Organization / School / Country;
        Email;
        Introduction / Summary of the project;
        Conclusion;
        Keywords.

Please ask our committee for an abstract template.

PDF

PDF is more compact and easier to open. The PDF format will not change when opened anywhere. Make sure you send your abstract in PDF format

COMPETITION MECHANISM

Booth Setup

- Participants set up their exhibition booths, showcasing their scientific research, technological innovations, or engineering projects.

- Each booth is equipped with visual aids, prototypes, and informative displays that effectively communicate the essence of the project.

- Forbidden to decorate the booth with equipment that disturbs other teams (such as penetrating thumbtacks, heat guns and so on)

Judging Panel Assignment

- A panel of judges is assigned to evaluate specific categories (Science, Technology, or Engineering) based on their expertise.

- Judges are briefed on the evaluation criteria, emphasizing innovation, scientific rigor, and practical application.

Time Keeper Assignment

- A dedicated timekeeper is assigned to each judging team to ensure adherence to the 10-minute evaluation timeframe.

Exhibition Period

- The exhibition is open for a specified period during which judges rotate among the booths in their assigned category.

- Participants are stationed at their booths to present and explain their projects to the judges.

COMPETITION MECHANISM

10-Minute Evaluations

- Judges spend a maximum of 10 minutes at each booth for evaluation.

- During this time, participants provide a concise overview of their work, emphasizing key aspects such as research methodology, technological innovation, or engineering design.

- Judges have the opportunity to ask questions and seek clarification.

Scoring and Feedback

- Judges score each booth based on predefined criteria, including creativity, scientific merit, practicality, and presentation skills.

- Feedback is provided to participants immediately after the 10-minute evaluation, allowing for an exchange of insights.

Rotation and Break Periods

- Judges rotate to different booths within their assigned category throughout the exhibition period.

- Short breaks are scheduled to allow judges and participants brief pauses for refreshments.

Final Deliberation

- After all booths have been evaluated, judges convene for a final deliberation to determine winners in each category.

COMPETITION MECHANISM

Award Ceremony

- An award ceremony is held to announce and celebrate the winners.

- Certificates, medal, or other recognition are presented to outstanding participants in the Science, Technology, and Engineering categories.

Closing Remarks

- Concluding the event, organizers express gratitude to participants, judges, and attendees, emphasizing the importance of innovation and collaboration in the fields of science, technology, and engineering.

ASSESMENT CRITERIA

Originality 25%

Originality assesses the uniqueness and innovation of the project. This criterion evaluates the extent to which the participant has introduced new ideas, perspectives, or approaches in addressing the scientific, technological, or engineering challenge. Judges will consider how the project stands out from existing works and whether it brings a fresh and creative contribution to the field.

Research Methodology 25%

Research Methodology evaluates the scientific rigor and approach taken in conducting the project. This criterion considers the clarity of the research question, the appropriateness of the research design, the accuracy of data collection methods, and the robustness of data analysis. Judges will assess how well the participant demonstrates a systematic and well-structured research process.

Oral Presentation 25%

Oral Presentation evaluates the participant's ability to communicate effectively and engage the audience. This criterion considers clarity, organization, and delivery of the presentation. Judges will assess the participant's verbal communication skills, the ability to convey complex ideas in a clear and accessible manner, and the overall impact of the presentation on the audience.

Poster Design 10%

Poster Design assesses the visual representation of the project. This criterion considers the clarity and attractiveness of the poster layout, the use of graphics and visuals, and the overall design aesthetic. Judges will evaluate how well the poster captures the essence of the project, making it visually appealing and easy to understand for the audience.

Future Research Prospect 15%

Future Research Prospect evaluates the participant's ability to articulate potential future directions for their work. This criterion considers the participant's understanding of the broader implications of their project and the identification of areas for further exploration. Judges will assess the feasibility, relevance, and significance of the proposed future research directions. This criterion encourages participants to think critically about the long-term impact of their work.

Awards

For main prize, each academic level in each category will receive its respective award. The awards will be distributed as follows:

20%

Gold Award

40%

Silver Award

40%

Bronze Award

of the total number of participants in the **Grand Final**, So, try hard to get to the **Grand Final** :)

Awards

Besides that, there are also several attractive prizes such as

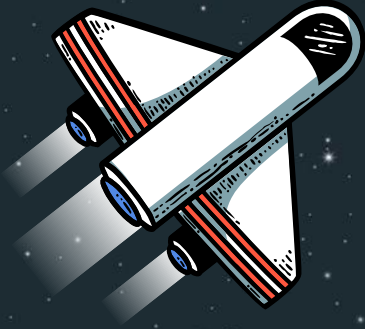## Grand Awards

one team from each category for all academic level.

Young Scientist Award

for the most creative and innovative finalist.

Most Voted Award

the highest number of votes from each participant, jury and visitors.

Offshore/Special Award from Affiliation of ISS (TBA)

WELCOME TO BALI

An Extraordinary Destination

Bali, an island adorned with natural beauty, rich culture, and the warm hospitality of its people, proudly welcomes you to this competition.

Explore Bali's captivating landscapes, from its stunning beaches to terraced rice fields and towering mountains. Don't miss the mesmerizing sunsets on the beaches or the enchanting coral reefs in Bali's crystal-clear waters.
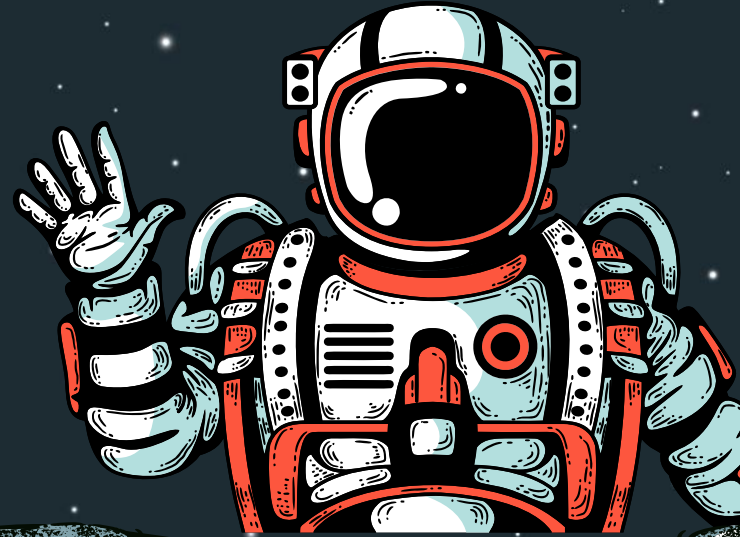
Experience the wondrous Balinese culture, renowned for its traditional arts, dances, and music. Indulge in delicious local cuisine, including Bali's signature dishes like Nasi Bali, Lawar, and Bebek Betutu.

For those seeking adventure, Bali offers a plethora of exciting activities, such as surfing, diving, or trekking to challenging mountain summits. Take time to discover the unique aspects of this island.
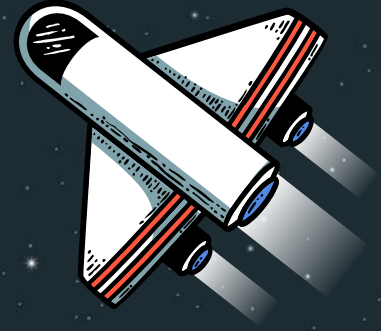
Refer to the competition guidelines, schedule, and other essential information in this guidebook. If you need assistance, the competition organizers are always ready to help.

Enjoy the competition and cherish every moment in Bali! May your experience on this island create unforgettable memories.

Best of luck!

Venue will announced soon

We want to give you the best surprise. please stay tune with us ☺

FLIGHT CONNECTION MAP

○ Ngurah Rai International Airport

Gusti Ngurah Rai St., Tuban, Kuta, Badung, Bali 80362

Before You Go

Passport & Visa

Passport at least **6 months per D-day** you flight to Indonesia

For country in Southeast Asia (SEA), going to bali is **visa-free** as well as countries outside SEA that declared **visa-free**

Ticket

Book flight ticket to **Ngurah Rai International Airport**

IMPORTANT LIST

Your Research

International

ID Card

Passport and Visa

Your Luggage

Flight Ticket

Visa on Arrival

Visa on Arrival (VoA) is granted to foreign nationals who fulfill the requirements and conditions upon arrival in Indonesia. The VoA is issued by the Immigration Officials at Immigration Check-points in Ngurah Rai International Airport. The official entry requirements for the issuance of a 30 or 7 day VoA.

1. Passport must be from one of the countries listed;

2. Passport must be valid for a minimum 6 (six) months from the date of entry into Indonesia.

3. Payment of USD $10 - $25 must be paid at the gateway, depending on the length of the required visa.

4. Onward or return tickets are compulsory.

5. Visitors must enter and exit through one of the 15 airports or 21 seaports officialy approved as an "international gateway" by the Indonesian Immigration department.

Event Illustration (ISTEC 2023)

Event Illustration (ISTEC 2023)

Thanks!

Do you have any questions?
Please do not hesitate to contact us!

+62 821-2665-6161 (Ms. Fitri)
+62 815-7307-9640 (Mr. Denu)

Istec.eventbcs.com

Istec.official@gmail.com

Istec.official   Istec.official