



Republic of the Philippines  
Department of Education  
**DIVISION OF MALAYBALAY CITY**

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**DIVISION ADVISORY**

**TO** : Assistant Schools Division Superintendent  
Chief Education Supervisors- CID and SGOD  
Public Junior and Senior High Schools  
All Others Concerned

**FROM** : VICTORIA V. GAZO, PhD, CESO V  
Schools Division Superintendent

**DATE** : January 22, 2020

**SUBJECT** : **6<sup>TH</sup> Bukidnon Information Technology Summit (BITS)**

The Computer Society (COMSOC) of the College of Arts and Sciences- Information Technology Department of Bukidnon State University is inviting all Public Junior and Senior High Schools to participate in the 6<sup>th</sup> Bukidnon Information Technology Summit (BITS) on February 19, 2020 at the Bukidnon State University Auditorium, Malaybalay City.

Enclosed is the invitation letter and the General Mechanics and Guidelines of the competition.

Queries relative to this can be relayed to Mr. Gets Van C. Villa at 09054011464 or send an email to [bits.comsoc@gmail.com](mailto:bits.comsoc@gmail.com).

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Malaybalay City, Bukidnon, 8700  
Tel (088) 813-5661 to 5663; TeleFax (088) 813-2717;  
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*College of Arts and Sciences*

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**INFORMATION TECHNOLOGY DEPARTMENT**

January 17, 2020

**Dr. Victoria V. Gazo, CESO V**  
Schools Division Superintendent  
Department of Education – Division of Malaybalay City  
Purok 6, Casisang, Malaybalay City

Dear Dr. Gazo:

New Year Greetings!

The use of information and communication technology in the field of education is highly significant, even more so in the 21st century, in which saw rapid advancement in these technologies. This premise drives us to hold the “6<sup>th</sup> Bukidnon Information Technology Summit (BITS)” on February 19, 2020 at the Bukidnon State University Auditorium under the auspices of Computer Society (COMSOC) of the College of Arts and Sciences – Information Technology Department.

This event promotes the theme “See ICT Differently; ICT for a Better and a Safe Country”. This theme encourages students to look further than what is trending and beyond what is usual in internet and social media and to think about the impact of technology and how it can make our country better and safer. The highlight of the said event is the ICT Olympics which will be participated by junior and senior high school students:

- MS Word Competition – 1 participant
- MS PowerPoint Competition – 1 participant
- MS Excel Competition – 1 participant
- MS Publisher Competition – 1 participant
- Digital Arts Competition – 1 participant
- Helix Jump Tournament – 1 participant
- Tomb of the Mask Tournament – 1 participant
- Stack Tournament – 1 participant
- Quiz Bowl – 2 participants
- Technical Seminar – 5 participants

As a general guideline, one (1) team may consist of 15 students and at least 2 coaches. The participating team is required to register for the said event. Pre-registration take place on January 27 – February 14, 2020 through the Facebook page: buksubits or thru email address: [bits.comsoc@gmail.com](mailto:bits.comsoc@gmail.com). A registration fee will be collected from each participating student (coaches are exempted):

- Php 120.00- for early registrant (those who registered from January 27 to February 14, 2020)
- Php 150.00- for late/walk-in registrant (those who registered after February 14, 2020)

The said fees will be collected during the day of the event and will be used to cover summit expenses such as awards and morning and afternoon snacks. Participants who will pre-register will receive a freebie, as pre-registration will help us estimate the numbers of participants for the event. Each school is also requested to bring their banner for the parade around the campus.

In connection hereof, we are requesting from your good office your utmost support by endorsing the said event and inviting all secondary schools in the City of Malaybalay to participate.

For more information, the school may contact Mr. Geths Van C. Villa, Computer Society President through mobile number 0905-401-1464 or email us at [bits.comsoc@gmail.com](mailto:bits.comsoc@gmail.com). Please find attached the schedule of events, entry form, matrix of fees and mechanics per competition.

We are anticipating your favorable approval on this request. Thank you and God bless!

Respectfully yours,

  
**SALES G. ARIBE JR., MIT**  
Chairperson, IT Department

Recommending Approval:

  
**DR. OSCAR B. CABAÑELEZ**  
University President

# **6<sup>th</sup> Bukidnon Information Technology Summit (BITS)**

**Bukidnon State University  
Fortich Street, Malaybalay City  
University Auditorium  
February 19, 2020**

***Theme: "See ICT Differently; ICT for a Better and a Safe Country"***

## **GENERAL MECHANICS AND GUIDELINES**

### **I. DELEGATES**

#### **ICT Olympics Competitors**

Each Public or Private High School must register ONE (1) competitor each for the MS Word Competition, MS Excel Competition, MS PowerPoint Competition, MS Publisher Competition, Digital Arts Competition, 1. Helix Jump Tournament, 2. Tomb of the Mask Tournament and 3. Stack Tournament; TWO (2) competitors for the Quiz Bowl; and at least FIVE (5) participants for the Technical Seminar. The participating teams are required to register for the said event. Pre-registration will start on January 27 until February 14, 2020 through the Facebook page: buksubits or thru email address: [bits.comsoc@gmail.com](mailto:bits.comsoc@gmail.com). A registration fee will be collected for each participating student:

- Php 120.00- for early registrant (those who registered from January 27 to February 14, 2020)
- Php 150.00- for late/walk-in registrant (those who registered after February 17, 2020)

The said fee will be collected during the day of the event. Coaches are exempted from the registration fees. The fees will be used to cover summit expenses such as awards and snacks for the morning and afternoon. Participants who will pre-register will receive a freebie, as preregistration will help us estimate the number of participants for the event. Competitors should meet the following qualification:

- a. Bonafide student (Junior or Senior) of any High School in the Province of Bukidnon.

Competitors must be able to submit the following:

- a. BITS 2020 Entry Form
- b. School Certification

## **Experts**

Each School appoints its own expert from among its faculty members. The function of the expert shall be as follows:

- a. Serve as coach/trainer who will take the interest of the competitors.
- b. Attend the coordination session before the competition proper.

## **II. COMPETITION REGULATIONS**

### **Digital Arts Competition**

#### **ABOUT:**

The **Digital Arts Competition** is the competition of original digital artwork created using Photoshop CS6. The event is open to all junior and senior high school students in the Province of Bukidnon.

#### **DATE AND VENUE:**

**Date:** February 19, 2020

**Time:** 9:30 AM – 12:00 NN

**Venue:** Computer Laboratory 5 (HS214)

#### **SOFTWARE:**

This year's BITS Digital Arts Competition will be requiring the participants to use the software Photoshop CS6. Only the default installation will be the working environment. Downloaded extensions and plug-ins are prohibited. Deduction per judge will be imposed if the technical committee finds violation in this matter. **Photoshop CS6** will be installed on machines running the Windows 7 Operating System.

#### **COMPETITION PROPER - RULES AND GUIDELINES:**

The competition runs for two (2) hours, which includes the creation of the Digital 2D Art and the Artist's Statement of Originality. The statement of originality is an explanation in 300 words or less describing the content of the artwork.

The following must be observed:

1. The participant must be in the venue at 9:30 AM (30 minutes before the competition proper).
2. Each participant will be given a workstation with the installed software. Participants will also be provided clean sheet of paper and a ball pen. By 9:45 A.M., all participants should be settled in for the short orientation. At exactly 10:00 A.M., the competition will start.
3. The theme for the competition will be revealed at the start of the competition.
4. The use of input devices other than a mouse will not be allowed. Storage devices are also not allowed.

5. **No downloaded images** can be incorporated in the artwork since it should be all original. Everything in the artwork should be made from scratch. The use of stacked/library images of Photoshop is also not allowed. A five (5) point deduction per non-original image per judge will be imposed.
6. There should only be one (1) application running during the competition proper, namely the Photoshop CS6 software. A participant caught running applications other than the allowed will be imposed with a one (1) point deduction per judge.
7. After the briefing/orientation (9:45 A.M.) of the competition, a one (1) point deduction per judge per minute will be imposed for late comers. Only a maximum of thirty (30) minutes is allowed for late comers, more than that time equates to disqualification. Refund is not an option.
8. Make sure your image is around 200dpi, 10" x 8" landscape orientation (or 8"x10" portrait orientation) and there are no names or distinguishing marks on the entry. Failure to follow the image specification of output image will be imposed with a five (5) point deduction per judge.
9. Save the image with the following information at BITS-DAC Folder inside My Documents: Participant no.\_Your initial.jpg. For example, participant number 3 named Juan dela Cruz would have this file name - 03\_JDC.jpg. **Note:** When exporting the image to JPEG, make sure that the Quality is set to Maximum (100).
10. The statement of originality must be encoded in a Word program and use the same filename and storage location provided by Instruction # 9.
11. By 12:00nn all artworks must be done and saved. Evaluation by three (3) faculty members of the BSIT Department will commence at this time.
12. A participant may be disqualified by the competition committee for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, or distracting behavior.
13. Winners will be announced during the awarding ceremony. Medals, Certificates and additional prizes will be given for the winning participants.
14. The result once announced is final and irrevocable.

## **Quiz Bowl**

### **ABOUT:**

The **Quiz Bowl** is open to all Secondary Schools of Bukidnon. It is a game in which participating teams will compete to answer questions from all areas of knowledge including Information and Communication Technology.

### **DATE AND VENUE:**

**Date:** February 19, 2020

**Time: 9:45AM – 12:30nn**  
**Venue: University Auditorium**

### **COVERAGE:**

The Quiz Bowl covers the following topics:

- Current Events
- Internet of Things
- Entertainment
- Sports
- Information and Communication Technology

### **TEAM COMPOSITION:**

1. Each team should be composed only of two members.
2. Each member should be a bonafide student of the school he/she is representing, and he/she must be enrolled in the current semester of SY 2019-2020 (proofs needed: Validated school ID and Certificate of Registration/Enrollment or a Certification from the School)
3. Any question regarding eligibility of the quiz bowl contestant should be raised to the competition committee **before** the start of the competition. Eligibility concerns will not be entertained once the competition has started.

### **MECHANICS:**

The contest is divided into three (3) rounds: easy, average, and difficult round, with 10 questions for each round. Each team will be provided with a board which will be raised whenever a team presents its answer. Each question will only be read twice. Time allotment for each question is ten (10) seconds for all rounds. Timer starts at the end of the second reading and all teams will advance to play in the average and difficult round.

### **SCORING:**

Each question in the easy, average, and difficult rounds is worth 1, 2, and 3 points, respectively. At the end of the final round, the scores of each team will be summed up from the easy round to the final round. In case of a tie, a tie-breaking question will be asked in a "sudden death" manner (i.e., the first team to get the correct answer will earn 3 points). This is repeated until the tie is broken.

### **WINNERS:**

At the end of 1 hour and 30 minutes round, teams will be ranked Champion, First runner-up, Second runner-up based on total scores.

### **PRIZES:**

The following shall be given to the winners:

- Medals, Certificates and additional prizes for the participating student(s).

# **Microsoft Office Competition**

## **ABOUT:**

The category is open to all junior or senior high school students in the Province of Bukidnon.

## **DATE AND VENUE:**

**Date:** February 19, 2019

**Time:** 9:30AM – 12:00NN

### **Venue:**

MS Word Competition – Computer Laboratory 1 (HS111)

MS Excel Competition – Computer Laboratory 2 (HS112)

MS PowerPoint Competition – Computer Laboratory 3 (HS113)

MS Publisher Competition – Computer Laboratory 4 (HS213)

## **SOFTWARE:**

This year's BITS Microsoft Office Competition will be using the software Microsoft Office 2010 running on Windows 7 Operating System.

## **TEAM COMPOSITION:**

1. Each Team shall compose only of one member per competition.
2. Each member shall be a bonafide student of the school he/she is representing, and he/she must be enrolled in the current semester of SY 2019-2020 (proofs needed: Validated school ID and Certificate of Registration/Enrollment or a Certification from the School)
3. Any question regarding eligibility of the practical competition may directly approach the committee. Eligibility concerns will not be entertained after the competition.

## **MECHANICS:**

1. There will be no elimination round.
2. Practical Quiz for 4 office programs will be conducted simultaneously at Computer Laboratories of Bukidnon State University, hence no competitor can take more than 1 practical quiz.
3. Each Practical Quiz will be given one (1) hour and thirty (30) minutes to complete the entire laboratory exercise.
4. Ranking System based on score will be implemented to determine the winner for each application program.

## **WINNERS:**

At the end of the 1 hour and 30 minutes round, teams will be ranked Champion, First runner-up, Second runner-up based on total scores.



**PRIZES:**

The following shall be given to the winners:

- Medals, Certificates and additional prizes for the participating student(s).

## Helix Jump Tournament

**ABOUT:**

"The **Helix Jump** is an endless play style of game where you try to get a ball down a set of platforms as you avoid platforms that end your turn. Playing **Helix Jump** is simple. You put a finger on the screen and move it left to right to rotate the helix structure. You don't move the ball that is on the screen, just the platforms that rotate around a central pole. Move the platforms so the ball falls through openings. The ball can also bounce on the platform that will never end your turn." - Game Developer.

**DATE AND VENUE:**

**Date:** February 19, 2020

**Time:** 1:30AM – 4:00PM

**Venue:** Auditorium

**MECHANICS:**

The device will be provided by the game master on which the **Helix Jump** application will then be installed by the game master only. The contestants will have unlimited tries and will be given a time limit of six (6) minutes. After finishing the six (6) minute game, the score will be summed up. In case of tie for top 3, they will be given a one (1) try only and rank their score.

**PARTICIPANT:**

1. Only one (1) participant of each school.
2. The participant should be a bonafide student of the school he/she is representing, and he/she must be enrolled in the current semester of SY 2019-2020 (proofs needed: Validated school ID and Certificate of Registration/Enrollment or a Certification from the School)
3. Any question regarding eligibility of the tournament contestant should be raised to the competition committee before the start of the competition. Eligibility concerns will not be entertained once the competition has started.

**PRIZES:**

The following shall be given to the winners:

- Medals, Certificates and additional prizes for the participating student(s).

# Tomb of the Mask Tournament

## **ABOUT:**

"Tomb of the mask is an arcade game with an infinite procedurally generated vertical labyrinth. Seeking for adventure you get into a tomb where you find a strange mask. You put it on and suddenly realize that you can now climb the walls – easily and promptly. And that's when all the fun begins.

You will face a variety of traps, enemies, game mechanics and power-ups. And as far as time doesn't wait, get a grip and up you go."- Adopted from Google Playstore.

## **DATE AND VENUE:**

**Date:** February 19, 2020

**Time:** 1:30AM – 4:00PM

**Venue:** Auditorium

## **MECHANICS:**

The device will be provided by the game master on which the Tomb of the Mask application will then be installed by the game master only. The contestants will have unlimited tries and will be given a time limit of **six (6) minutes**. After finishing the **six (6) minute** game, the score will be summed up. In case of tie for top 3, they will be given a one (1) try only and rank their score.

## **PARTICIPANT:**

1. Only one (1) participant of each school.
2. The participant should be a bonafide student of the school he/she is representing, and he/she must be enrolled in the current semester of SY 2019-2020 (proofs needed: Validated school ID and Certificate of Registration/Enrollment or a Certification from the School)
3. Any question regarding eligibility of the tournament contestant should be raised to the competition committee before the start of the competition. Eligibility concerns will not be entertained once the competition has started.

## **PRIZES:**

The following shall be given to the winners:

- Medals, Certificates and additional prizes for the participating student(s).

# Stack Game Tournament

## **ABOUT:**

"Stack up the blocks as high as you can. Stack is so easy to grasp, so easy to learn, and so easy to play, that everything you need to know is right there in the title. There's no tutorial or learning curve to find here; just get ready to tap and you will be golden." – Game Developer.

## **DATE AND VENUE:**

**Date:** February 19, 2020

**Time:** 1:30AM – 4:00PM

**Venue:** Auditorium

## **MECHANICS:**

The device will be provided by the game master on which the Stack application will then be installed by the game master only. The contestants will have unlimited tries and will be given a time limit of six (6) minutes. After finishing the six (6) minute game, the score will be summed up. In case of tie for top 3, they will be given a one (1) try only and rank their score.

## **PARTICIPANT:**

1. Only one (1) participant of each school.
2. The participant should be a bonafide student of the school he/she is representing, and he/she must be enrolled in the current semester of SY 2019-2020 (proofs needed: Validated school ID and Certificate of Registration/Enrollment or a Certification from the School)
3. Any question regarding eligibility of the tournament contestant should be raised to the competition committee before the start of the competition. Eligibility concerns will not be entertained once the competition has started.

## **PRIZES:**

The following shall be given to the winners:

- Medals, Certificates and additional prizes for the participating student(s).

### III. AWARDS

Three (3) major awards shall be determined at the end of every competition:

1. MS Word Competition – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
2. MS Excel Competition – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
3. MS PowerPoint Competition – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
4. MS Publisher Competition – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
5. Quiz Bowl – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
6. Digital Arts Competition – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
7. Helix Jump Tournament – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
8. Tomb of the Mask Tournament – 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
9. Stack Tournament - 1<sup>st</sup> place, 2<sup>nd</sup> place, 3<sup>rd</sup> place
10. OVER-ALL – Over-all Champion, Over-all 1<sup>st</sup> Runner Up, Over-all 2<sup>nd</sup> Runner Up, Over-all 3<sup>rd</sup> Runner Up, Overall 4<sup>th</sup> Runner Up

Top 5 Performing Schools will be selected from the over-all rank based on eight (9) ICT Olympics. Thus, the formula below is executed:

MS Word Competition	-	Rank
MS Excel Competition	-	Rank
MS PowerPoint Competition	-	Rank
MS Publisher Competition	-	Rank
Digital Arts Competition	-	Rank
Quiz Bowl	-	Rank
Helix Jump Tournament	-	Rank
Tomb of the Mask Tournament	-	Rank
Stack Tournament	-	Rank
TOTAL		Sum
DIVIDED BY		<u>9</u>
SCHOOL RANK		<b>Over-all Rank</b>

The following shall be given to the winners:

1. Trophies Banner and Certificates for the Over-all Top 5 School.
2. Medals, Certificates and Additional Prizes for the Participating Student.

**6<sup>th</sup> BUKIDNON INFORMATION TECHNOLOGY SUMMIT (2020)**

Bukidnon State University

Fortich Street, Malaybalay City

Facebook: Bukidnon Information Technology Summit

Email Address: bits.comsoc@gmail.com

**ENTRY FORM**

Name of School: \_\_\_\_\_

School Address: \_\_\_\_\_

School Contact Person: \_\_\_\_\_

Contact Person Position: \_\_\_\_\_

School Contact Number: \_\_\_\_\_

School Email Address: \_\_\_\_\_

**Quiz Show**

No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						
2						

**MS Word Competition**

No.	Name of Participant			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						

**MS Excel Competition**

No.	Name of Participant			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						

**MS Powerpoint Competition**

No.	Name of Participant			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						

**MS Publisher Competition**

No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						

**Digital Arts Competition**

No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						

Helix Jump Tournament						
No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						
Tomb of the Mask Tournament						
No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						
Stack Tournament						
No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						
Technical Seminar						
No.	Name of Participants			Gender	Grade	Contact Number
	Last Name	First Name	M.I.			
1						
2						
3						
4						
5						

Name of Coach: \_\_\_\_\_

#### Registration Details

A registration fee will be collected for each participating student:

- Php 120.00- for early registrant (those who registered from January 27 to February 14, 2019)
- Php 150.00- for late/walk-in registrant (those who registered after February 14, 2019)

The said fee will be collected during the day of the event. The fees will be used to cover summit expenses such as awards and snacks for the morning and afternoon. Deadline of submission of entries is on February 14, 2019 at COMSOC Office, CAS Building, Bukidnon State University or send your entry form thru [bits.comsoc@gmail.com](mailto:bits.comsoc@gmail.com) or [www.facebook.com/buksubits](http://www.facebook.com/buksubits).

#### Notes to our Participants

- Computer Society is a non –profitable organization, hence it does NOT issue any Official Receipt approved by BIR.
- Payment for registration fee may be done during the event proper.
- For verification and inquiries, please call the BITS Committee Chair, Geths Van C. Villa at mobile number 0905-401-1464 or e-mail us at [bits.comsoc@gmail.com](mailto:bits.comsoc@gmail.com)

For more updates, visit and like our page at [www.facebook.com/buksubits](http://www.facebook.com/buksubits).



## 6<sup>th</sup> Bukidnon Information Technology Summit (BITS)

Bukidnon State University  
Fortich Street, Malaybalay City  
University Auditorium  
February 20, 2020

### SCHEDULE OF EVENTS

(Morning)

7:00 AM– 8:30 AM

Registration

8:30 AM– 9:00 AM

Parade around the Campus (*each school is requested to bring their banner*)

9:00 AM – 9:30 AM

Opening Program  
University Auditorium

9:30 AM – 10:30AM

Technical Seminar  
University Auditorium

9:30 AM – 12:00NN

MS Word Competition  
Computer Laboratory 1

MS Excel Competition  
Computer Laboratory 2

MS PowerPoint Competition  
Computer Laboratory 3

MS Publisher Competition  
Computer Laboratory 4

Digital Arts Competition  
Computer Laboratory 5

10:45 AM– 12:00NN

Quiz Bowl  
University Auditorium

---Lunch Break---

(Afternoon)

1:30 PM – 4:00 PM

E-Games

- Helix Jump Tournament
- Tomb of the Mask Tournament
- Stack Tournament

ICT Exhibits/Booth Fair  
University Auditorium

4:00pm – 5:00pm

Closing Program and Awarding Ceremony  
University Auditorium



## **6<sup>th</sup> Bukidnon Information Technology Summit (BITS)**

Bukidnon State University  
Fortich Street, Malaybalay City  
University Auditorium  
February 19, 2020

### **Bukidnon Information Technology Summit (BITS) Registration Breakdown**

#### Registration

- Php 120.00 (Early Registrant)
- Php 150.00 (Walk-in\Late Registrant)

Contingency	Php 30.00
Awards	Php 40.00
Food	Php 50.00
Preparation Fee	Php 30.00
Total	Php 150.00 (walk-in)

**Note: "Computer Society is a non-profitable organization, hence it does NOT issue any Official Receipt approved by BIR."**