



MERDEKA
BELAJAR



SUBDIREKTORAT
MBKP

GAYATAMA 4



UNESA
Kampus
Merdeka

INTERNATIONAL COMPETITION

THE 4th GAYATAMA

September - November 2024

GUIDELINE BOOK



Sub-Directorate of Interests, Talents, Competencies, and Reasoning
Directorate of Student and Alumni Affairs
Universitas Negeri Surabaya



www.simawa.unesa.ac.id



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PREFACE

We offer our deepest gratitude to God Almighty for the blessings that enabled the preparation of the guidelines for the International Competition: The 4th Gelar Karya dan Prestasi Mahasiswa (GAYATAMA) 2024. GAYATAMA, an annual event organized by the Directorate of Student and Alumni Affairs of Universitas Negeri Surabaya (Unesa), specifically the Sub-Directorate of Interests, Talents, Competencies, and Reasoning, and fully supported by all faculties within Unesa, has provided a platform for students across Indonesia and other countries to showcase their talents and achievements.

First introduced in 2020 as a national event, GAYATAMA has grown over the years into one of the most anticipated student competitions. In 2024, GAYATAMA officially becomes an international competition, reaching new heights by inviting students from Indonesia and other countries to compete across various fields on the global stage.

Organizing The 4th GAYATAMA 2024, we aim to offer students the opportunity to develop their creativity, interests, and talents, whether in academics, arts, or sports. These guidelines are provided to ensure participants can navigate the competition smoothly and effectively. We invite students from Indonesia and other countries to actively participate in this event, making GAYATAMA a platform for continuous "Creation and Achievement." May this event inspire and motivate the younger generation to continue innovating.

Wishing you success in the competition!

#UNESA
#ONESTEPAHEAD
#GAYATAMA2024

Surabaya, September 4th 2024
Director of Student and Alumni Affairs



Dr. Muhammad Sholeh, M.Pd.





MERDEKA BELAJAR



SUBDIREKTORAT MBKP

GAYATAMA



UNESA PTNBN

Kampus Merdeka

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1. TRADITIONAL CREATIVE DANCE

a) Theme

“Traditional in Multicultural Context”

b) Background

Traditional creative dance is a dance form that arises from the evolution of original traditional dances. It preserves elements of regional culture and tradition while incorporating contemporary influences and multiculturalism. This dance upholding the fundamental values of the original culture. Traditional creative dances serve the purpose of reintroducing traditional dances to younger generations and enabling modern performances, all without compromising the essence and cultural significance of the dance.

c) Objectives

The competition aims to achieve the following objectives:

- a. Preservation and promotion of regional cultural heritage through the creation of creative dances that preserve traditional elements while embracing contemporary influences.
- b. Encouragement of dancers, choreographers, and artists to innovate and develop dances deeply rooted in cultural heritage, while also reflecting modern trends and developments.
- c. Instillation of a sense of love and pride for regional culture among the community, particularly the younger generation, by showcasing the beauty and richness of traditional dances.
- d. Provision of a platform for students and dancers to present their work, receive acknowledgment for their creativity, and inspire others through their performances.
- e. Establishment and strengthening of relationships among communities and art groups, fostering collaboration and networking opportunities through the shared celebration of traditional dance.
- f. Identification and nurturing of new talents in the field of dance, providing opportunities for aspiring performers to showcase their skills and creativity.
- g. Provision of an educational platform for dancers, trainers, and audiences to deepen their understanding and appreciation of traditional dance forms.

d) Terms and Conditions

a. Participants

- Participants must be active university students (diploma or undergraduate) as proven by student ID.
- The competition is open to groups or individuals, with a maximum of 5 group members.

b. Dance Works

- Type of Dance: Dances must be traditional creative dances adapted from local traditional dances.
- Duration: The dance performance should be between 5 to 10 minutes. - Originality: The dance work must be original and should not have been

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER – NOVEMBER 2024

- performed in another competition. Plagiarism or imitation of other people's work is not allowed.
- The theme of the creative dance is free to contain elements of traditional and multicultural culture.
- c. Costume and Properties
- Costume: The costume used must reflect the local culture and be in accordance with the theme of the dance.
 - Properties: The properties used must support the theme and not endanger the dancer. They should be prepared by the dancers themselves.
- d. Accompanying Music
- Accompanying music can be original traditional music or rearranged according to the dance creation.
 - Copyright: If using music from a third party, ensure that it does not violate copyright laws.
- e) Technical Implementation
- The participants should first register here <https://unesa.me/RegsitratioForDanceGayatama4>. The competition will be conducted online, and participants are required to record their dance performances and upload the video recordings to YouTube. Subsequently, they must provide the YouTube URL link via the designated form at <https://unesa.me/VideoSubmissionDanceGayatama4>. The video format must adhere to the following requirements:
- The video format should be .mp4
 - Video duration should fall within the range of 5-10 minutes
 - Each university's logo must be prominently featured in the video
 - The submitted video must not have been previously entered into a similar competition.
- f) Time Line
- | | |
|-----------------|--|
| a. Publication | : September 4, 2024 – September 24, 2024 |
| b. Registration | : September 25, 2024 – October 25, 2024 |
| c. Selection | : November 7, 2024 – November 11, 2024 |
| d. Announcement | : November 12, 2024 |
- g) Contact Person
- Ajeng Dianing (081 331 451 511)
Danang Wijoyanto (082 140 809 778)

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h) Poster

INTERNATIONAL Traditional Dance COMPETITION
"Traditional in Multicultural Context"

Registration form unesa.me/RegTraditionalDanceGayatama4

Publication	Registration	Selection	Announcement
4th - 24th September 2024	25th September - 29th October 2024	7th - 11th November 2024	November 2024

- Participants must be active university students (diploma or undergraduate) as proven by student ID.
- The competition is open to groups or individuals, with a maximum of 5 group members.
- Type of Dance: Dances must be traditional creative dances adapted from local traditional dances.
- The theme of the creative dance is free to contain elements of traditional and multicultural culture.
- The competition will be conducted online, and participants are required to record their dance performances and upload the video recordings to YouTube. Subsequently, they must provide the YouTube URL link via the designated form at unesa.me/VideoSubmissionDanceGayatama4Unesa

Certificate and cash prize

Contact Person
Ajeng - 081331451511

Free Registration

2. READ ALOUD COMPETITION 2024

a) Theme
 “Inclusive Voices: Reading for Global Unity”

b) Description

Read Aloud is one of the competitions organized by Universitas Negeri Surabaya as part of the GAYATAMA event. It involves storytelling or reading aloud, providing reading materials in English to an audience.

c) Terms and Conditions

- a. Participants must be active minimum first-semester undergraduate or diploma students (not transferred students) at a university, as proven by their Student ID Card.
- b. The Competition is individual, and each participant can only submit a maximum of one (1) entry.
- c. The language used in the Read Aloud is English.
- d. Participants choose a script according to the predetermined theme. The script must be selected from <https://literacycloud.org/> with the following conditions:
 - Choose a book from levels 4 to 11.
 - The Read Aloud performance must be recorded in a video.
- e. Video format requirements:
 - Video format is .mp4
 - Video duration is 3-5 minutes
 - The aspect ratio is 16:9 with a minimum resolution of 480p
 - The logo of each participant’s university must be included.
 - The video must be the participant's work.
 - The video must not have been submitted in similar competitions before.
 - Background music (back sound) can be added; the creator must be credited if the background music is copyrighted.
- f. The video must be uploaded to each participant’s Google Drive in .mp4 format with the following file name format: Name_Universitas_Title_GAYATAMA4
- g. Submit your video link through this link: unesa.me/ReadAloud24

d) Rubric

NO	INDICATOR	CRITERIA	POINTS
1	Method	1. Stating the title 2. Organizing the content of the story. 3. Using accurate grammar and pronunciation. 4. Illustrating the value of the story	40%
2	Manner	1. Demonstrating body language/gesture. 2. Speaking clearly using appropriate vocabulary and information, 3. Mastery of content	40%
3	Time	1. Narrating the story within the appointed time (3-5 minutes)	20%

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- e) Time Line
- a. Publication : September 4, 2024 – September 24, 2024
 - b. Registration : September 25, 2024 – October 25, 2024
 - c. Selection : November 7, 2024 – November 11, 2024
 - d. Announcement : November 12, 2024

f) Announcement

The announcement will be made along with other competitions in November 2024.
Results can be viewed at simawa.unesa.ac.id

Rewards

- 1st Winner : E-certificate + Cash
- 2nd Winner : E-certificate + Cash
- 3rd Winner : E-certificate + Cash

g) Contact Person

Kenya (0878-6327-8400)

h) Poster

GAYATAMA 4
READ ALOUD COMPETITION
2024
"INCLUSIVE VOICES: READING FOR GLOBAL UNITY"

- Participants must be active minimum first-semester undergraduate or diploma students (not transferred students) at a university, as proven by their Student ID Card.
- The Competition is individual, and each participant can only submit a maximum of one (1) entry.
- The language used in the Read Aloud is English.
- Participants choose a script according to the predetermined theme. The script must be selected from <https://literacycloud.org/> with the following conditions:
 - Choose a book from levels 4 to 11.
 - The Read Aloud performance must be recorded in a video.
- Video format requirements:
 - Video format is .mp4
 - Video duration is 3-5 minutes
 - The aspect ratio is 16:9 with a minimum resolution of 480p
 - The logo of each participant's university must be included.
 - The video must be the participant's work.
 - The video must not have been submitted in similar competitions before.
 - Back sound can be added; the creator must be credited if the background music is copyrighted.
- The video must be uploaded to each participant's Google Drive in .mp4 format with the following file name format: Name_Universitas_Title_GAYATAMA4
- Submit your video link through this link: unesa.me/ReadAloud24

CERTIFICATE + PRIZE MONEY

PUBLICATION 4 - 24 SEPTEMBER 2024
REGISTRATION 25 SEPTEMBER - 25 OCTOBER 2024
SELECTION PROCESS 7 NOVEMBER - 11 NOVEMBER 2024
ANNOUNCEMENT NOVEMBER 2024

FREE!

CP: KENYA (+6287863278400)

3. POETRY READING COMPETITION 2024

a) Theme

The theme of the Competition is “Social Justice, Identity, and Human Rights”

b) Description

Poetry Reading is one of the competitions organized by Universitas Negeri Surabaya as part of the GAYATAMA event. It is a dynamic and engaging event where poets and spoken word artists perform the selected poems to an audience and a panel of judges.

c) Terms and Conditions

- a. Participants must be active minimum first-semester undergraduate or diploma students (not transferred students) at a university, as proven by their Student ID Card.
- b. The Competition is individual, and each participant can only submit a maximum of one (1) entry.
- c. Participants can only select one poem from any source according to the predetermined theme, or from <https://www.poetryfoundation.org/>
- d. The selected poem must be in English.
- e. Read the poem and record it in a video.
- f. Video format requirements:
 - Video format is .mp4
 - Video duration is 3-5 minutes
 - The aspect ratio is 16:9 with a minimum resolution of 480p
 - The logo of each participant’s university must be included.
 - The video must be the participant's work.
 - The video must not have been submitted in similar competitions before.
 - Background music can be included, as long as it does not overshadow your voice. If the music is copyrighted, the creator must be appropriately credited.
- g. The video must be uploaded to each participant’s Google Drive in .mp4 format with the following file name format: Name_Universitas_Title_GAYATAMA4
- h. Submit your video link through this link: <https://unesa.me/PoetryReading2024>

d) Rubric

No.	Criteria	Excellent (18-20 points)	Good (15-17 points)	Fair (12-14 points)	Needs Improvement (9-11 points)	Poor (1-8 points)
1.	Language & Style	Masterful use of language, with rich imagery, rhythm, and poetic devices.	Good use of language with effective imagery and rhythm. Strong	Adequate use of language, though may lack vividness or sophistication.	Basic use of language, with few poetic devices or stylistic elements.	Poor use of language, with little attention to style or imagery.

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		Stylistically sophisticate.	stylistic choices.			
2.	Delivery & Performance	Exceptionally clear, confident, and expressive delivery. Engages the audience fully.	Clear and confident delivery with good expression. Engages the audience well.	Delivery is understandable but may lack confidence or expression.	Delivery is unclear or lacks expression. Limited audience engagement.	Delivery is weak, with poor clarity and expression. No audience engagement.
3.	Voice Modulation & Pacing	Expert control of voice modulation and pacing, enhancing the poem's impact.	Good control of voice and pacing, effectively conveying the poem's message.	Adequate voice control and pacing, but could be improved for better impact.	Limited voice modulation or pacing; delivery may feel rushed or flat.	Poor control of voice and pacing; delivery detracts from the poem's impact.
4.	Memorization & Accuracy	Flawless memorization, with no errors. The poem is recited naturally and fluidly.	Well-memorized with minor errors. Recitation is smooth and confident.	Adequate memorization, though noticeable errors may be present.	Some memorization, but with frequent errors or reliance on notes.	Little to no memorization, heavily reliant on notes, with many errors.
5.	Emotional Connection & Impact	Strong emotional connection with the poem, conveying depth and resonance. Leaves a lasting impact on the audience.	Good emotional connection, effectively conveying the poem's meaning.	Adequate emotional connection, but may lack depth or consistency.	Limited emotional connection, with minimal impact on the audience.	No emotional connection, with a flat or uninspiring delivery.

e) Time Line

- a. Publication : September 4, 2024 – September 24, 2024
- b. Registration : September 25, 2024 – October 25, 2024
- c. Selection : November 7, 2024 – November 11, 2024
- d. Announcement : November 12, 2024

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THE 4th GAYATAMA
SEPTEMBER - NOVEMBER 2024

f) Announcement

The announcement will be made along with other competitions in November 2024.
Results can be viewed at simawa.unesa.ac.id

Rewards

- 1st Winner : E-certificate + Cash
- 2nd Winner : E-certificate + Cash
- 3rd Winner : E-certificate + Cash

g) Contact Person

Lily (0851-5669-2300)

h) Poster

Kampus Merdeka MERDEKA BELAJAR UNIKSI PTNBN

GAYATAMA 4

POETRY READING COMPETITION 2024

“Social Justice, Identity, and Human Rights”

1. Participants must be active minimum first-semester undergraduate or diploma students (not transferred students) at a university, as proven by their Student ID Card.
2. The Competition is individual, and each participant can only submit a maximum of one (1) entry.
3. Participants can only select one poem from any source according to the predetermined theme, or from <https://www.poetryfoundation.org/>
4. The selected poem must be in English.
5. Read the poem and record it in a video.
6. Video format requirements:
 - a. Video format is .mp4
 - b. Video duration is 3-5 minutes.
 - c. The aspect ratio is 16:9 with a minimum resolution of 480p
 - d. The logo of each participant's university must be included.
 - e. The video must be the participant's work.
 - f. The video must not have been submitted in similar competitions before.
 - g. Background music can be included, as long as it does not overshadow your voice. If the music is copyrighted, the creator must be appropriately credited.
7. The video must be uploaded to each participant's Google Drive in .mp4 format with the following file name format: Name_Universitas_Title_GAYATAMA4
8. Submit your video link through this link: <https://unesa.me/PoetryReading2024>

FREE

CERTIFICATES + CASH PRIZE

PUBLICATION	REGISTRATION	SELECTION PROCESS	ANNOUNCEMENT
4th Sep - 24th Sep 2024	25th Sep - 25th Oct 2024	7th Nov - 11th Nov 2024	November 2024

Contact Person :
Lily (0851-5669-2300)

4. INTERNATIONAL LEAN CANVAS

a) Theme

"Innovative Solutions for a Sustainable and Inclusive Future"

b) Background

In an era where global challenges such as climate change, inequality, and resource depletion are increasingly pressing, innovative solutions that address these issues holistically are crucial. The Lean Business Competition themed "Innovative Solutions for a Sustainable and Inclusive Future" is designed to engage international students in developing groundbreaking business ideas that combine sustainability with inclusivity across various sectors.

Objective: The competition aims to encourage young entrepreneurs and innovators to explore and propose creative solutions that promote environmental sustainability, social equity, and economic growth. By leveraging the Lean Canvas methodology, participants will have the opportunity to validate their business ideas quickly and efficiently, ensuring they are both viable and impactful.

Target Audience: This competition is open to university students from around the world who are passionate about making a difference through business innovation. We seek participants from diverse academic backgrounds, including but not limited to business, technology, engineering, social sciences, and environmental studies, to bring a wide range of perspectives and expertise.

Key Themes:

- a. **Sustainability:** Participants will develop solutions that address environmental challenges such as climate change, resource management, and sustainable energy. Innovative business models and practices should aim to minimize environmental impact and promote the use of renewable resources.
 - b. **Inclusivity:** Proposals should focus on creating equitable opportunities and improving access to essential resources and services. This includes addressing social and economic barriers, ensuring diverse and inclusive participation in the benefits of technological and business advancements.
 - c. **Cross-Sector Innovation:** We encourage solutions that span multiple sectors, integrating technological advancements with traditional business practices to address interconnected global issues. Whether it's through new healthcare models, educational tools, or sustainable consumer products, participants should explore how different fields can collaborate to create comprehensive solutions.
- c) Terms and Conditions
- a. Active students, consisting of a maximum of three people in a team
 - b. Fill out the registration form via the following Google form: <https://bit.ly/gayatamacanvas>
 - c. Participants must follow the Instagram accounts @mawal_unesa and @feb.unesa

d) Template Lean Canvas



e) Explanation of Lean Canvas Template

a. Problems and Existing Alternatives

A problem is something that bothers customers, before, during and after trying or using a product. This box should be filled with the three biggest problems faced by the business that must be resolved immediately. Find out the existing “existing alternatives”.

b. Customer Segment and Early Adopters

Describes a group of people or organizations that you want to reach or serve, and determine “early adopters”

c. Unique Value Proposition

Describes a combination of products and services that create value for a specific customer segment. A unique value proposition is the reason that makes customers switch from one company to another. A value proposition can solve customer problems or satisfy customer needs. If the value proposition offered is innovative, it will change the existing offering.

d. Solution

Based on the details of the problems that have been identified, we must then provide a solution with the presence of the product we create.

e. Unfair Advantage

This component talks about advantages that competitors do not have, so that the product ideas we create are difficult for competitors to imitate.

f. Revenue Streams

In this section we analyze the sources of cash receipts for the business that we will run. What is the right price for the product we create. What is the pricing strategy that we use. Of course, to determine the right price we must first know the cost of goods sold or the cost of goods sold of the product we create.

g. Cost Structures

In this section we analyze the sources of cash expenditures for the business so that the business can run well. The costs in question include all fixed cost and variable cost expenses.

h. Key Metrics

To find out whether the business is running according to plan, there must be some kind of indicator or parameter as a measure of success. Parameters are usually in the form of activities that are intended to help business development, including monitoring its development.

i. Channels

What methods does the company use to market its products. In other words, the channels in question can be the media used to reach its customers.

f) Rubric

NO.	CRITERIA	POINTS
1.	Customer Segment and Early Adopters	15 %
2.	Problems and Existing Alternatives	10%
3.	Solution	10%
4.	Unique Value Proposition and High-Level Concept	15 %
5.	Unfair Advantage	15 %
6.	Channels	10%
7.	Key Matrics	10%
8.	Revenue Streams	10%
9.	Cost Structure	5%

g) Time Line

- a. Lean Canvas registration and submission : September 4, 2024– October 27, 2024
- b. Judging : October 27, 2024– November 30, 2024
- c. Announcement of winners : Conducted simultaneously at the Gayatama 4 Closing Ceremony in December 2024

h) Contact Person

Sofi (+62 812-3502-4558)
 Qurrata (+62 857-3011-7926)

i) Poster



5. INTERNATIONAL MSMEs PHOTOGRAPHY

a) Theme

"Towards a Resilient and Globally Competitive MSMEs"

b) Introduction

World Trade Organization (WTO) said that micro-sized, small-sized, and medium-sized enterprises (MSMEs), are the backbone of world economies, and representing 95% of all companies worldwide and accounting for 60% of employment (WTO, 2020). Based on the data, SMEs have a strong impact on an economy of a country because of their contribution (Imran and Aldaas, 2020). In order to realize the excitement of the 2024 Unesa Student Work and Achievement Exhibition "GAYATAMA" event, the Faculty of Economics and Business, Universitas Negeri Surabaya, held an International MSMEs Photography Competition.

c) Objectives

The objectives of holding the competition include:

- a. Enlivening the 2024 Unesa Student Work and Achievement Exhibition "GAYATAMA"
- b. Improve and develop appreciation of students' work in the form of photographs
- c. Improving the interests, talents, abilities and achievements of students, especially in the field of photography
- d. Raising public awareness about the importance of the role of MSMEs in a country's economy

d) Terms and Conditions

- a. Active students, consisting of a maximum of 3 people in a team
- b. Fill out the registration form via the following Google Form: <https://bit.ly/gayatamaMSMEsphotography>
- c. Participants must follow the Instagram accounts @mawal_unesa and @feb.unesa
- d. Must mention @feb.unesa
- e. Photos are prohibited from containing SARA or insulting other parties
- f. It is highly recommended that photos contain educational elements in accordance with the SDGs points
- g. Must not change the authenticity of the photo, either lighting or brightness
- h. All photo works that have been uploaded by participants and become Champion photos will be announced and can be seen on the official Instagram account @feb.unesa
- i. Participants are allowed to upload only 1 photo
- j. It is not permitted to add watermarks to photographic works
- k. Reposts are not permitted
- l. Accounts must NOT be PRIVATE

e) Rubric

No.	Assessment Criteria	Explanation
1.	Basic Techniques (15)	Is the focus appropriate for the subject? Is the depth of field appropriate? Is it exposed in a way that works for the image?
2.	Composition (15)	Is the composition skillful and dynamic? Is the image balanced or unbalanced? Are the levels of balance appropriate? If there is a main center of interest, is it well placed in the frame? Are there any distracting elements in the image that could be removed? Are there too many unrelated elements? Too few elements? Does the composition make effective use of the main lines? Is depth used (or not used) to good advantage? Does the composition use repeating shapes? Does the framing work?
3.	Lighting (15)	Does it show off the subject well? Is the contrast level appropriate? Is there lighting that would work better for the subject? If the lighting is controlled, is it controlled well?
4.	Subject/Attention (15)	Does the subject have interesting connotations or associations? Are the colors and patterns effective? Interesting textures? Interesting juxtapositions?
5.	Compliance with Theme (20)	Does the image show the theme of the competition? Does it visually convey the messages of the competition? Does it contain elements of SDGs points?
6.	Story / Mood (20)	How well does the photo capture or depict human emotion? Does the image effectively tell a story about an activity or convey a mood or value? Is it organic?

f) Time Line

- a. Registration and submission : September 4, 2024– October 27, 2024
- b. Judging : October 27, 2024– November 30, 2024

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SEPTEMBER – NOVEMBER 2024

- c. Announcement of winners : Conducted simultaneously at the Gayatama 4 Closing Ceremony in December 2024
- g) Contact Person
Tegar (+62857-4859-5984)
Shavilla (+62831-1948-4992)
- h) Poster

INTERNATIONAL MSMEs PHOTOGRAPHY 2024 COMPETITION

Terms and Conditions of the Competition

1. Active students, consisting of a maximum of 3 people in a team
2. Fill out the registration form via the following Google Form: <https://bit.ly/gayatamaMSMEsphotography>
3. Participants must follow the Instagram accounts @mawal_unesa and @feb.unesa
4. Must mention @feb.unesa
5. Photos are prohibited from containing SARA or insulting other parties
6. It is highly recommended that photos contain educational elements in accordance with the SDGs points
7. Must not change the authenticity of the photo, either lighting or brightness
8. All photo works that have been uploaded by participants and become Champion photos will be announced and can be seen on the official Instagram account @feb.unesa
9. Participants are allowed to upload only 1 photo
10. It is not permitted to add watermarks to photographic works
11. Reposts are not permitted
12. Accounts must NOT be PRIVATE

GUIDE : <https://bit.ly/GuideInternationalMSMEsPhotographyCompetition>

SUBMIT YOUR WORK TO
<https://bit.ly/gayatamaMSMEsphotography>

Contact Person

1. Tegar: +62857-4859-5984
2. Shavilla: +62831-1948-4992

DEADLINE
October 27, 2024

6. SCIENTIFIC ORATION COMPETITION

- a) Theme
Youth and Digital Activism in The Human Rights Protection Movement

b) Background

The theme of “Youth and Digital Activism in the Human Rights Protection Movement” is based on the fact that the development of the internet and information technology systems has direct implications for the emergence of digital activism. Digital activism can be understood as efforts to advocate for social change in society using digital technology tools or mediums. Data released by the website digitalactivism.org recorded 426 campaigns using digital technology and/or media in 100 countries. Some of the forms used include online forums, online petitions, social networks, microblogs, and videos.

The younger generation, especially students who grow and develop in a digital environment, are one of the dominant components involved in digital activism. The tendency of young people to think and act critically gives them a great opportunity to become one of the intellectual actors who actively voice various issues related to the common interest. Examples include the #BlackLivesMatter and #MeToo movements in the United States, as well as the movement to #SahkanRUUPKS and #KawalPutusanMK in Indonesia.

This theme is very relevant to discuss regarding how the participation of the younger generation in building awareness of human rights issues in the digital context, as well as encouraging them to develop critical thinking and innovative solutions about it in the form of scientific oration. This competition is expected to be able to provide enthusiasm for students to hone their critical thinking skills and express opinions regarding new ideas and concrete steps that can help the human rights protection movement, both at the national and global levels.

c) Terms and Conditions

a. General Provisions

- The competition is participated by individuals and each participant is only allowed to submit one creation;
- The oration is relevant to the specified theme;
- The video content should refrain from including any material that could be deemed offensive concerning race, religion, ethnicity, or political views, and must not contain any pornographic content;
- All video submissions must original works created specifically for this competition and should not have been published in any media and into any other similar contest as evidenced by a letter of originality;
- By submitting their videos, participants agree that their submissions will become the property of the organizing committee. These videos may be used freely for various activities related to Unesa, while the original creator's copyright will be respected and acknowledged;
- The competition consist of one round, namely all oration works submitted by participants will be assessed by a jury to determine the winner;
- The decisions of the judging panel are final and cannot be contested.

b. Technical Provisions

- Participants should register at <https://forms.gle/xsZ6vESjh7bhd2Ji8>;
- Participants submit their creation to be assessed by the jury according to the following technical provisions:

1) Manuscript submission provisions:

- i. Manuscripts are written with a minimum of 800 words;
- ii. Manuscript are typed in the following format:
 - paper size: A4;
 - margin: top 3 cm, left 4 cm, bottom 3 cm, right 3 cm;
 - font: Times New Roman font, size 12, 1.5 spacing;
 - format: .pdf.
- iii. The oration manuscript contains 3 (three) parts (does not have to be stated explicitly), including:
 - introduction, containing the background and identification of the topic of discussion;
 - content, containing discussion and analysis;
 - closing, containing conclusions and suggestions.
- iv. Participants include an attachment of the originality of the work (attached).

2) Video submission provisions :

- i. The video format should be .mp4;
- ii. Video duration should fall within the range of 5-10 minutes, including self-introduction, material, and closing;
- iii. Ratio should be 16:9 with a minimum resolution of 720p;
- iv. Shoot in a horizontal/landscape orientation;
- v. Each university's logo must be prominently featured in the video;
- vi. Videos are included with subtitles
- vii. Allowed to use supporting materials for the speech, such as infographics, matrices, drawings, and photos;

c. Manuscripts and videos of speech are uploaded to Google Drive, in 1 (one) folder with the file name format GAYATAMA 2024_VIDEO ORATORY COMPETITION_PARTICIPANT NAME_UNIVERSITY NAME;

d. Participants send a link to the manuscript and video creation to the email address with the subject GAYATAMA 2024_VIDEO ORATORY COMPETITION_PARTICIPANT NAME_UNIVERSITY NAME and provide information that they have sent the link to the manuscript and video of the oration to the event organizer via the Gayatama 2024 Video Oratory Competition Info Whatsapp Group;

e. If the participant's manuscript and video media cannot be opened or is damage, the event organizer will only give the participant 1 (one) opportunity to make improvements within 1 x 24 hours from the time the organizer clarifies the problem to the participant.

d) Rubric

NO.	CITERIA	POINTS
1.	Theme relevance	10%
2.	Systematics	20%

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3.	Fluency of speech, expression, and improvisation	30%
4.	Persuasion intensity	30%
5.	Punctuality	10%

e) Time Line

- a. Registration : 4th - 24th September 2024
- b. Submission : 25th September – 25th October 2024
- c. Selection Process : 7th November - 11th November 2024
- d. Announcement and Closing : November 2024
 Ceremony:

f) Announcement

Winners will be announced at the closing ceremony, which will be held on the dates specified by the organizers;

Rewards

- 1st Winner Coaching money, e-Certificate, Merchandise
- 2nd Winner Coaching money, e-Certificate, Merchandise
- 3rd Winner Coaching money, e-Certificate, Merchandise
- 4th Winner e-Certificate
- 5th Winner e-Certificate

All winners receive e-certificates as competition winners and all participants received e-certificates as participants.

g) Contact Person

Any update regarding important date will be announced through Instagram @mawal_unesa. For further information, please message through WhatsApp: April (+62 82-2115-1211)

7. LAW PAPERS COMPETITION

a) Theme

Theme of the paper competition is Personal Data Protection in Digital Financial Services

b) Description

Paper competition can be participated by all students from various university both domestic and abroad. The team participating in the competition must make a scientific paper that is creative and in accordance with the theme as well as the sub-theme that has been determined. The team sends the results of their scientific papers to the collection link that has been provided by the committee and assessed by the jury. 10 papers with high scores based on the judges' assessment will conduct a presentation stage to determine the 3 grand champion teams. The best work is selected by the jury and will receive rewards.

c) Objectives

- a. Developing potential through scientific writing
- b. Increasing student creativity
- c. Developing Human Resources

d) Terms and Conditions

a. Rules of Participants

- Participants are active students at Domestic/Foreign University and are evidenced by attaching a student identity card in pdf format during registration
- Participants can be individuals or teams of a maximum of 2 people
- The team consists of 2 students from the same university and can come from different disciplines or years
- Each individual/team chooses one of the predetermined sub-themes
- Each individual/team can only submit 1 paper
- The decision of the jury and the committee is absolute and cannot be contested

b. Rules of Papers

- Papers are prepared based on a major theme that has been determined by the committee. The theme is determined by the Personal Data Protection committee in Digital Financial. In addition to paying attention to the big theme that has been prepared by the committee, the substance of the paper must contain each sub-theme determined. The sub-themes that have been determined by the committee include:
 - 1) Digital Banking
 - 2) Fintech Peer-to-Peer Lending
 - 3) Crowdfunding
- The selection of sub-themes of papers is chosen by each member of the delegation on the condition that each member chooses a different sub-theme.
- Delegates do not need to send hardcopies of manuscripts

- Scientific papers submitted by delegates determine the delegate's participation in the Papers Writing Competition
- Papers made by the delegates will be presented in a panel discussion.
- Delegates who cancel themselves when they have received papers will be considered disqualified and the registration fee cannot be refunded for any reason
- Papers do not contain elements that offend SARA, are not provocative, and pay attention to intercultural manners
- Papers are prepared with a maximum of 20 pages, starting from the introduction to the Bibliography
- Papers are typed on A4 paper using times new roman font, font size 12 with a space of 1.15 except for abstracts with a line spacing of 1 space with a margin format of 4 cm left, 3 cm right, 4 cm up, and 3 cm bottom.
- The complete pages of the cover up to the table of contents are numbered with the letters i,ii,iii... Dst.
- The main page starting from the introduction to the appendix is numbered with the numbers 1,2,3,... Dst.
- Systematics of Papers follows the following format:
 - 1) COVER PAGE
 - 2) VERIFICATION PAGE
 - 3) TABLE OF CONTENTS
 - 4) PICTURE LIST
 - 5) TABLE LIST
 - 6) ABSTRACT

c. Content of Writing

The written work made is original and has never been published or included in any competition. If it is proven that it is not original or has ever been published, the jury's decision can be canceled

The content of the writing must following conditions:

- Objectives
 - 1) The writing is not emotional or highlights subjective issues
 - 2) Writing is supported by accurate and reliable data and information
 - 3) The writing does not contain SARA elements
 - 4) It is original, not plagiarized, and does not contain elements of plagiarism
- Logical and systematic
 - 1) Every writing section is designed systematic
 - 2) The paper contains elements of problem identification, analysis, conclusion, and as far as possible contains suggestions or recommendations
 - 3) The content of the paper is based on a literature review or observation, but not the results of experimental research
 - 4) The material of the written work is tailored to friends and as much as possible is an actual issue
 - 5) The language used is standard Indonesian Language with perfect, simple, and clear grammar and spelling

d. Rules of Writing

- The title and material of the scientific paper are written in accordance with the theme and sub-theme;
- Critical;
- Objective;
- The writing is based on scientific problems and facts related to the theme and subtheme
- The writing is supported by accurate and reliable data and/or information
- Original and unpublished
- Logical and systematic
- The language used is standard Indonesian Language or United Kingdom with perfected, simple, and clear grammar and spelling;

e. Writing Techniques

- Writing techniques as follows :
 - 1) A4 paper size
 - 2) Left margin 4 cm, right 3 cm, top 3 cm, and bottom 3 cm
 - 3) Font times new roman size 12 with 1.5 spacing and alignment justify
- The manuscript is written at least 5-8 pages (counting from the introduction to the closing, excluding the bibliography)
- Using the study heading that has been determined in the Paper
- The manuscript is written systematically as follows
 - 1) Cover
 - 2) Endorsement sheet
 - 3) Statement of authenticity of the manuscript
 - 4) Abstract
 - 5) Introduction
 - 6) Discussion
 - 7) Closing
- Abstract consists of writing consisting of 150-200 words and written in one space in Indonesian Language and English. The end of the abstract is accompanied by keywords which are a selection of meaningful words in the article from 3-5 words
- Every writing cited through books, journals, news, internet, theses, and so on must be written with footnotes and bibliography so that it is not considered plagiarism
- Writing papers using footnotes from scientific data sources
- Footnote is written in calibri typeface, size 8 pt, space 1, and first indet paragraph and hanging 0.5 cm. The distance between writing a footnote is after 0 pt
- How to refer and cite using the footnote model, with the following citation format:
 - 1) Book :
Name, title of the book, print of the book, place of publication: publisher, year, page of citation
 - 2) Excerpts from articles in the book:

Name, "article title" in the book title book compiled by the name of the book editor, place of publication, publisher, year of publication, citation page.

3) Journal Citation :

Author's name, "article title", journal name, volume, number, year, citation page

4) Electronic journal citations:

Author's name, "article title", journal name, volume, number, year, citation page.

5) Citation of scientific papers/papers/orations:

Author's name, "paper title", name of the activity forum, place of discussion, date of the activity, citation page.

6) Internet/online media quotes:

Author's name, "title of the article", Portal address, date accessed/downloaded.

7) Laws and regulations or international conventions:

Article number, name of the regulation along with the number and/or year of issuance (all written upright)

8) Usage of ibid:

Ibid is short for ibidem which means in the same place, used when a quote is taken from the same source as the preceding one, which is not interrupted by another source or footnote.

9) Usage of Op Cit:

Op. Cit is an abbreviation for opera citato which means in an essay that has been mentioned, used to refer to a book or source mentioned previously complete on another page and has been interspersed by other sources. If the author's name is the same and the book is cited more than once, then to avoid mistakes it is better to mention Part of the title of the book or source.

10) Usage of Loc Cit:

Loc Cit is an abbreviation for loco citato which means in the place that has been mentioned, used to refer to a book or source mentioned earlier on the same page and has been interspersed by other sources.

- The inclusion of tables and pictures in the main section must include sources or references. The table must be readable and not exceed one page. Writing table titles is placed above the table and writing image titles are placed below the image;
- Bibliography is a list of reference sources arranged alphabetically in the following order: name, book title, publisher, place of publication, year of publication.
- The bibliography is separated by its respective source category, in the order of categories as follows: books, other documents, and legal documents
- The language used should be in accordance with the standard Indonesian Language grammar and enhanced spelling, not using abbreviations
- Delegates can download the scientific paper manuscript template that has been shared by the Committee through the Participant Group

- e) Registration Mechanism
- a. Registration is open on September 4 – September 24, 2024 with the collection of papers until 23.59 WIB
 - b. Before register, delegates are required to confirm the availability of the delegate quota through the committee contact available in the Participant group
 - c. The delegation scans the registration form and a statement of authenticity of the manuscript with a stamp of 10,000 which can be access through the link that has been shared in the participant group or can be seen in the Appendix to the Guidelines
 - d. Scan of one Student Identity Card (KTM)
 - e. One color photo of 3x4
 - f. This activity is free.
 - g. Delegates register online through the link available on the official Instagram account of the Faculty of Law UNESA. For the need for a certificate of delegation, please fill in the name in full
 - h. The registration form can be downloaded on the bio of the official Instagram account of the Faculty of Law UNESA or can be seen in the Attachment to the Guidelines. Delegates are required to attach proof of identity in the form of a Student Identity Card.
 - i. In the event that a delegate who has registered and sent a softcopy of the file still cancels his or her participation, the registration file will not be considered lost and the registration fee cannot be refunded for any reason;
- f) Presentation Guidelines:
- a. Make a slideshow from powerpoint with a maximum of 10 slides explaining the scientific work from introduction, discussion, to conclusion and suggestions
 - b. Participants get a maximum presentation time of 15 minutes calculated from the beginning of the participant opening the presentation to closing the presentation
 - c. Participants during the presentation will use the name of the team which will be determined by the committee later
 - d. Participants make their presentations independently, not assisted by an accompanying lecturer
 - e. Participants are required to wear a white shirt with black bottoms with a tie or wear batik
 - f. After using the presentation, participants will be given questions by the jury regarding the paper presented. The duration of the question and answer is 5 minutes for each question asked by the judges, and the judges can give more than 1 question to test the depth of the participants' thinking;
- g) Rubric
- a. The aspects that will be evaluated in this scientific paper are:

NO.	CITERIA	POINTS
1.	Originality and novelty of the idea of a scientific paper, which has never been published in any media or scientific publication	15

2.	Sharpness of analysis of the substance of the problem present	30
3.	The use of relevant references and expert opinions, the relevance of their use to strengthen the author's analysis	30
4.	Solutions or recommendations offered	10
5.	Writing technique and flow	10
6.	The use of general guidelines for Indonesian Language spelling, grammar and the use of Indonesian or foreign spelling, as well as conformity with the template format provided	5

b. The assessments in this presentation are:

- Suitability of the presentation with the scientific paper file
- Appearance which includes sentence selection, speech procedures, intonation, pronunciation, body gestures
- Ability to answer questions and elaborate with scientific paper files (60 points), which are divided into several judges whose number will be determined later (for example, 3 judges, then each judge gives a maximum of 20 points to participants)
- The punctuality of the presentation between 9-10 minutes will be given a full score of 5 points, the presentation completed less than 9 minutes will be given a score of 3 points, and more than 10 minutes will be given a score of 2 points.

h) Presentation Guidelines

- a. Make a slideshow from powerpoint with a maximum of 10 slides explaining the scientific work from introduction, discussion, to conclusion and suggestions
- b. Participants get a maximum presentation time of 15 minutes calculated from the beginning of the participant opening the presentation to closing the presentation
- c. Participants during the presentation will use the name of the team which will be determined by the committee later
- d. Participants make their presentations independently, not assisted by an accompanying lecturer
- e. Participants are required to wear a white shirt with black bottoms with a tie or wear batik
- f. After using the presentation, participants will be given questions by the jury regarding the paper presented. The duration of the question and answer is 5 minutes for each question asked by the judges, and the judges can give more than 1 question to test the depth of the participants' thinking;

- i) Timeline
- a. Registration and Collection of KTI : 4 September - 24 September 2024
 - b. Manuscript Judging : 25 September – 05 Oktober 2024
 - c. Presentation and Judging : 07 Oktober – 17 Oktober 2024
 - d. Announcement of Winners : November 2024
- j) Announcement
- a. Best Paper
 - The assessment is carried out by a jury that has competence in their field
 - The assessment office for the best manuscript is as follows:
 - 1) Suitability of the manuscript format
 - 2) Suitability of topic selection
 - 3) Creativity and ideas
 - 4) Availability of information sources
 - 5) Analysis and synthesis capabilities
 - Paper that are selected as the best manuscripts will be awarded in the form of certificates
 - The determination of the best manuscript is carried out based on the judge's assessment
 - The jury's decision is inviolable
 - b. Best Delegates
 - Assessment is carried out by the committee on the delegates in one team during the activity
 - The best delegate assessment indicators are as follows
 - 1) Substance of presentation during the series of events
 - 2) Presentation of scientific papers in panel discussions
 - 3) Ethics and behavior
 - 4) Team work
 - 5) Delegate activity during the series of events
 - Delegates who are selected as the best delegates will be rewarded in the form of certificates
 - The determination of the best delegation is carried out based on the assessment indicators from the committee
 - The decision of the committee cannot be contested
- k) Contact Person
Muhamad Ali Masnun (+62 856 3680 211)
Alfan Dzikria Nurrachman (+62 895 3917 04976)

l) Cover Page Format

LOGO
COLLEGE

LAW PAPERS COMPETITION
TITLE

GAYATAMA 4
STATE UNIVERSITY OF SURABAYA

Proposed by :
Full name, NIM, Year of class

NAME OF COLLEGE
CITY
COUNTRY

m) Ratification Page Sheet

VALIDATION OF SCIENTIFIC PAPERS

1. Title of Paper :
2. Type of Competition: KTI
3. Chairman:
 - a. Full name :
 - b. NIM :
 - c. Study Program :
 - d. University :
 - e. Home address/Mobile Number :
 - f. Email address :
4. Member :
5. Lecturer :
 - a. Full name and title :
 - b. NIDN/NIDK :
 - c. No HP :

Lecture,	Chairman
Names NIDN	Names NIM

n) Abstract Page Format

THE TITLE IS WRITTEN IN TIMES NEW ROMAN 12 BOLD FONT

Author, Author, etc (Font times new roman 10 and name should not be abbreviated)
 Study Programs, Faculty, Institutions, Email
 Study Programs, Faculty, Institutions, Email
 Abstract (Times new roman 11 bold and italics)

Abstracts are written in Indonesian Language and English written in one language of no more than 250 words, containing background, objectives, design methods, results and discussions, conclusions, and recommendations. Written using times new roman 11 font, single space, and italics

Keywords: Maximum 5 keywords separated by commas (font times roman 11 italic);

o) Library Data Format

Writing the manuscript and citations referred to in this manuscript is recommended to use reference applications such as Mendeley, Zotero, refforwk, endnote and others

The format of writing reference sources follows the following examples:

Book

Writer. Year of publication. Italics book titles. Edition, publisher. Place of publication.

Journal articles

Writer. Year of publication. Title of the article. The name of the journal is italicized. Volume (number): pages.

Seminar/Conference Proceedings

Author, year of publication. Title of the article. Conference name. Date, month and year. City. Country. Yard.

Thesis, Thesis, Dissertation

Writer. Year of publication. Heading. Thesis, thesis, or dissertation. University.

Website

Writer. Year. Heading. Uniform Resources Locator (URL) address. Date accessed.

p) Biodata Of Chairman and Members

Name	:	
Gender	:	
Study Program	:	
NIM	:	
Date and Birth Place	:	
Cellphone Number	:	

Student Activities that are being participated in/have been participated in

No	Type of Activities	Institutions	Years
1			
2			
3			

Awards

No	Type of Awards	Institutions	Years
1			
2			
3			

8. AEROBIC GYMNASTIC

- a) Theme
"Creating Superior Human Resources"

- b) Sub-Theme
a. Health
b. Spirit
c. Social

- c) Description

Sports are part of one of the efforts to build the nation and state in fostering healthy and strong individuals both physically and mentally spiritually. Through sports, it is hoped that an attitude and mentality can be fostered that can be directed at tolerance and responsibility that leads to unity and togetherness among the individuals involved in it, both directly and indirectly.

UNESA as a University One Step Ahead strives to organize sports activities for students while still paying attention to the health level of each individual. The sports activities that will be carried out by UNESA are in the form of online sports where each participant from each representative of the University is required to be able to complete the challenges given by the committee in the form of virtual gymnastics in 2024.

The 4th Student Work and Achievement Exhibition (GAYATAMA) is a routine agenda organized by the Student Affairs and Alumni Division, Surabaya State University (Unesa). Previously, in 2020 this activity was called the Student Work Exhibition, and starting in 2021 it changed its name to the Student Work and Achievement Exhibition (GAYATAMA) and has remained until now. This national-level GAYATAMA activity aims to provide a forum for students throughout Indonesia to always be enthusiastic about working and achieving in academics, arts, and sports by prioritizing and upholding an attitude of sportsmanship in optimal self-development. In addition, GAYATAMA activities are expected to be able to increase creativity and provide innovative work in expressing themselves according to their interests, talents, and abilities. The GAYATAMA guidelines are prepared as a reference for participants in participating in competition activities, so that their implementation can run smoothly as expected. Finally, through the "4th GAYATAMA in 2024", we invite all students in Indonesia to participate in this activity. Hopefully GAYATAMA can be a place for students to always "Work and Achieve".

- d) Time and Place

Time : 03 September 2024 – 27 October 2024
Place : each participant's location (conducted virtually)

- e) Participants

Participants are students of Surabaya State University and general students from state and private universities throughout Indonesia and outside Indonesia.

- f) Technical Instructions

- a. Participant Requirements

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- Participants are active students as evidenced by a scan of their Student Card (KTM).
- Participants are active students of the D3/D4/S1 program, maximum semester 8.
- Participants are required to follow all competition schedules and rules.
- Submitted videos are not allowed to contain elements of SARA and plagiarism, and have never been included in other competitions.
- Students can participate in more than one category
- Team registration is online at the address <https://drive.google.com/drive/folders/1P6b00Ok1hmL2Fd5KVvJvu4sOf6AgCLGV?usp=sharing>
- Sign a stamped statement that the work created is original (not plagiarized) and has never received an award/champion in a similar/similar competition. (team leader's signature).
- Participants upload videos at the specified time on their respective Google Drives to then be included in the registration form. (please keep the link unlocked)
- Participants in 1st, 2nd, and 3rd place in the Aerobic Dance Unesa Virtual Competition 2024 will receive an e-certificate, Winner and coaching money. Participants in the hopeful winner will receive an e-certificate of the Hopeful Champion.
- All participants in the Aerobic Dance Unesa Virtual Competition 2022 will receive a Participant e-certificate.

b. Competition Terms

- Videos must be in accordance with the theme.
- The clothes used are sportswear.
- The clarity of the movements in the video shoot will also affect the assessment (not the scenery).
- The video is unbroken / no edit.
- Learning media in the form of videos in mp4 format, and has HD resolution
- Video media with a minimum duration of 5 (five) minutes and a maximum of 7 (seven) minutes for the Aerobic Dance category, free duration for the Creative Gymnastics category
- Video media must not contain elements of SARA, pornography, politics, or sensitive content that can offend a party.
- Format of learning media video name: UNIV_category_member name
- The preliminary round will be closed, and the top 10 will be announced
- Judging of the top 10 will be done openly (During)

g) Competition Category

a. Aerobic Gymnastics (free beat)

1. One (1) team/group consisting of 3 students (male/female). Mixed
The song presented in the competition uses 1 (one) free song.

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THE 4th GAYATAMA
 SEPTEMBER - NOVEMBER 2024

For example, participants can watch on YouTube with the link <https://youtu.be/2qUIlu-aOUM>

b. Creative Gymnastics

1. One (1) team/group consisting of 3 students (male/female). mixed

2. The song presented in the competition uses 1 (one) free song.

For example, participants can watch on YouTube with the link

https://youtu.be/v_6t--BkUrk

c. Line Dance Gymnastics

1. One (1) team/group consisting of 3 students (male/female). mixed

2. The song presented dalam perlombaan menggunakan 1 (satu) lagu bebas.

For example, participants can watch on YouTube with the link

<https://youtu.be/-7Z4or91aXQ?si=-iSE032grO1LxACr>

h) Rubric

The aspects that will be evaluated in this competition are:

NO.	KRITERIA	POIN
1.	Solidarity	30%
2.	Clarity of Movement	25%
3.	Originality	20%
4.	Theme followed	25%

i) Time Line

- a. Registration : 04 September 2024
- b. Collection : 10 September - 27 Oktober 2024
- c. Judging : 03 November 2024
- d. Announcement : Closing ceremony

j) Prizes

- a. Cash Prize
- b. E-certificate Winner and Participant

k) Contact Information

Sheryzalillah (081331092979)

Sheryzalillah@unesa.ac.id

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER - NOVEMBER 2024

l) Poster



9. VLOG CONTEST GAYATAMA 2024

- a) Theme
“International Unity in Diversity
- b) Description
Indonesia has a diversity of tribes, religions, races, and cultures. This makes every human being have different backgrounds. One effort to overcome these differences is to realize unity. Unity in diversity will certainly create a harmonious life. The diversity in Indonesia will strengthen national identity, so the role of students as agents of change in realizing unity in diversity is very much needed. One step that can be taken is to participate in a vlog competition. With the help of today's sophisticated technology, vlogs can be an effective way to channel information and provide education.
- c) Goals
- As an effort to realize unity in diversity by involving the role of students as agents of change.
 - Providing a forum for students who want to develop their talents and interests in the field of cinematography.
 - As a medium to encourage active participation from all students in creating discussion spaces in the digital era.
- d) Terms and Condition
- General Requirements
 - The International Unity in Diversity Vlog Contest is free of charge.
 - Participants are all students from all universities in Indonesia and abroad as evidenced by their Student ID Card.
 - Individual participants.
 - Participants can only submit 1 (one) work.
 - Participants must register online via the following google form link: <https://forms.gle/mGRGKSbfGrX1U5DE7>
 - The vlog is their own work and has never been included or won in other competitions as evidenced by the following originality letter: https://drive.google.com/drive/folders/1T4CqcQQWth_cXpucmJHJ88GJlh2ZBeC?usp=sharing
 - The competition is held online.
 - The vlog video must be accompanied by the Surabaya State University logo.
 - The content of the vlog does not contain elements of SARA and violates copyright.
 - Participants who pass the preliminary round will be selected as 15 finalists and will proceed to the final round.
 - In the final round of the vlog contest, participants will be given a new theme.

- b. Terms of Creation
1. The type of vlog can be a daily vlog, lifestyle vlog or educational vlog.
 2. The duration of the vlog is a minimum of 3 minutes and a maximum of 5 minutes (including opening and closing).
 3. Vlogs must be recorded in MP4 format, 30 fps, Full HD 1920x1080, 16:9 ratio with good sound and video quality.
 4. Vlogs can use Indonesian and English, but must be accompanied by subtitles in Indonesian or English.
 5. All video content is the responsibility of the participant. If in the future there is a copyright lawsuit or plagiarism, the committee is not responsible. 6. The jury's decision cannot be contested.
 6. If there is a participant who is proven to have violated the established rules, they will be disqualified and the award will be canceled if the participant has been determined to be the winner of the competition.
- c. Collection of Creation
1. Video files must be named according to the format: Vlog_Participant Name_Title.mp4 and collected via the google form provided. <https://forms.gle/zwTYqpG3enyPNmjz7>
 2. The deadline for submitting vlogs is October 15, 2024 and if it is past that, it will be disqualified
- e) Evaluation
- a. Originality
 - b. Suitability of the theme.
 - c. Messages conveyed by participants in their work.
 - d. Uniqueness of the concept and presentation of the vlog.
 - e. Visual and audio quality (clearness and clarity of images and sound or audio).
- f) Time Line
- | | |
|----------------------------------|---|
| a. Registration | : Gel 1: 04 - 15 September 2024
Gel 2: 16 - 25 September 2024
Gel 3: 26 September - 10 October 2024 |
| b. Collecting Work | : 04 September - 15 October 2024 |
| c. Preliminary Round Assessment | : 16 October - 25 October 2024 |
| d. Top 15 Finalists Announcement | : 26 October 2024 |
| e. Technical Meeting | : 27 October 2024 |
| f. Finalist Collecting | : 30 October - 10 November 2024 |
| g. Finalist Evaluation | : 11 - 15 November 2024 |
| h. Closing Ceremony | : 25 November 2024 |
- g) Kategori Pemenang
- | | |
|--------------|--------------------------------|
| a. 1st Place | : Cash prize and e-certificate |
| b. 2nd Place | : Cash prize and e-certificate |
| c. 3rd Place | : Cash prize and e-certificate |
| d. 4th Place | : e-certificate |
| e. 5th Place | : e-certificate |
| f. 6th Place | : e-certificate |

- h) Contact Information
Noran Medina Johary (085738906725)
Ayun Permata Syahrir (085240397494)

- i) Poster

GAYATAMA
VLOG CONTEST
International Unity in Diversity
FREE REGISTRATION
FOR ALL STUDENTS DOMESTIC OR ABROAD

Time Line
Competition registration : 04 Sept - 10 Oct
Collecting Work : 04 Sept - 15 Oct
Announcement & Closing : 25 Nov

Winners Category
1st Winner | 1st Runner Up
2nd Winner | 2nd Runner Up
3rd Winner | 3rd Runner Up

Contact Person
085738906725 (Noran)
085240397494 (Ayun)

10. INTERNATIONAL SDG'S SHORT FILM COMPETITION

a) Theme
“Green Future: Stories from the Community”

b) Description

The world faces complex challenges, from climate change to inequality. The Sustainable Development Goals (SDGs) serve as a global roadmap to address these challenges. The theme "Green Future: Stories from the Community" focuses on aspects of sustainability relevant to the SDGs, particularly in the context of building green cities and communities. Cities and communities are fundamental units in achieving global sustainability. Local communities have a key role to play in implementing sustainable solutions and can demonstrate the real impact of green initiatives. Local initiatives and practices often provide concrete examples of how sustainability principles can be applied in everyday life. Short films, as a powerful and far-reaching medium, have a vital role to play in inspiring change and raising public awareness of the importance of the SDGs. This competition provides an opportunity to share the stories of those who are willing to innovate, and show how they are contributing to a greener future. By involving filmmakers from diverse backgrounds, the competition encourages creativity and active participation in spreading sustainability ideas by highlighting inspiring local stories and educating the public through the medium of film. The competition seeks to raise awareness, motivate action, and promote sustainable solutions that can be adopted across communities.

c) Goals

- a. Encourage creativity and innovation in making short films about SDG's.
- b. Increase public awareness of global issues and the role of individuals in achieving SDG's.
- c. As a medium to encourage active participation from all students in creating environmental awareness in the digital era.

d) Terms and Condition

a. General Requirements

1. The International SDG's Short Film Competition is free of charge.
2. Participants are all students from all universities in Indonesia and abroad, proven by their Student ID Cards.
3. Consists of a maximum of 7 people per team.
4. Participants can only submit 1 (one) work per team.
5. Participants must register online via the following google form link: <https://forms.gle/Yq94ew7y3w5KYLlB8>
6. The submitted Short Films are their own work and have never been included or won in other competitions, proven by the following originality letter: ORIGINALITY SHEET OF WORK.docx
7. The competition is held online.
8. Short Films must be accompanied by the Surabaya State University logo.
9. The contents of the short movie do not contain elements of SARA and violate copyright.

10. The Jury is the party that has the authority to provide an assessment in accordance with the established criteria.
 11. The assessment is the result of the jury's observations which are absolute and cannot be contested.
- b. Terms of Creation
1. Short Films must be at least 5 minutes and a maximum of 15 minutes (including credit titles).
 2. Short Films must be a maximum of 3 GB
 3. Short Films must be in MP4 format, 30 fps, Full HD 1920x1080, 16:9 ratio with good sound and video quality.
 4. Short Films can use Indonesian and English, but must be accompanied by subtitles in Indonesian or English.
 5. All video content is the responsibility of the participants. If in the future there is a copyright lawsuit or plagiarism, the committee is not responsible.
 6. If there are participants who are proven to have violated the rules that have been set, they will be disqualified and the award will be canceled if the participant has been determined to be the winner of the competition.
 7. The content of the short film is in accordance with the specified theme.
- c. Collecting Work
1. Video files must be named according to the format: Shortfilm_Participant Name_Title.mp4 and collected via the google form provided https://docs.google.com/forms/d/e/1FAIpQLSfAyqdjezmSBBfs6CWdSyRgJ6qcE5wgHAQuE6WcheKKjvCOxg/viewform?usp=pp_url
 2. The deadline for submitting vlogs is October 15, 2024 and if it is past that time it will be disqualified.
- d. Evaluation
1. Originality
 2. Suitability of the theme.
 3. Messages conveyed by participants in their work. Uniqueness of the concept and presentation of the short film.
 4. Visual and audio quality (clarity and clarity of images and sound or audio).
- e) Time Line
- | | | |
|------------------------------------|---|---|
| a. Registration | : | Gel 1: 04 - 15 September 2024
Gel 2: 16 - 25 September 2024
Gel 3: 26 September - 10 October 2024 |
| b. Collecting Work | : | 04 September - 15 October 2024 |
| c. Preliminary Round Assessment | : | 16 October - 25 October 2024 |
| d. Top 10 Finalists Announcement | : | 26 October 2024 |
| e. Closing Ceremony + Announcement | : | 25 November 2024 |
- f) Prize
- | | | |
|--------------|---|----------------------------|
| a. Best Film | : | Cash prize + e-certificate |
| b. Best Idea | : | Cash prize + e-certificate |

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- c. Best Educational Story: Cash prize + e-certificate
- d. Most Favorite Film : Cash prize + e-certificate

- g) Contact Information
Anna (+62 823-3176-1034)
Jelita (+62 812-3818-9617)

- h) Poster



11. QURANIC ESSAY COMPETITION

“Innovation and Creativity Based on Qur'anic Teachings in the Modern World “

A. Background

In today's rapidly changing world, the rich cultural heritage and identity of Islam among Muslim youth are being increasingly overshadowed by the forces of globalization. This swift and pervasive influence poses a serious risk to the unity of both faith and nation, weakening bonds of brotherhood and diminishing devotion to Allah *Subhanahu wa Ta'ala*. In this challenging landscape, Islam remains a steadfast shield, preserving core values against external pressures and conflicting ideologies.

Amid these challenges, there are still abundant opportunities. As the younger generation, we have the responsibility to create a space for those with a passion for Islamic knowledge and creativity to showcase their potential. Through innovation, talent, and a deep commitment to both our faith and our nation, we can reaffirm our true identity and proudly represent our Islamic heritage. This competition serves as a platform for such expression, fostering leadership and a renewed sense of purpose among Muslim youth.

B. Event Name and Theme

Event Name : *Quranic Essay Competition*

Theme : “Innovation and Creativity Based on Qur'anic Teachings in the Modern World”

Sub-themes : Technology
 Education
 Economy
 Socio-Culture

C. General Guidelines

1. Participants must be active students at either public or private universities worldwide, as proven by a valid student ID.
2. Each student is only allowed to join one team.
3. Each team must consist of two students from the same university.
4. Teams must complete the registration form through the link <https://unesa.me/PendaftaranQEC>
5. Participants are required to fully understand and agree to all competition terms and conditions.
6. The winning team will be the one with the highest cumulative score from all evaluation criteria.
7. The judging panel holds the authority to assess entries based on the established criteria.
8. All decisions made by the judges are final and cannot be contested.

D. Timeline

No.	Activity	Date
1	Registration and Submission	September 4 sd Oktober 27, 2024
2	Stage 1 Judging	November 1, 2024

3	Stage 2 Judging	November 4, 2024
4	Winner Announcement	During the GAYATAMA closing ceremony

E. Implementation Details

1. Registration Process

- c. Registration is done online.
- d. The competition is free of charge.
- e. Participants must fill out their personal details and upload supporting documents (such as a student ID or registration proof) through the following form: <https://unesa.me/PendaftaranQEC>.
- f. The registration deadline is October 27, 2024, at 11:59 PM Western Indonesian Time (WIB).
- g. After completing the registration form, participants must join the WhatsApp group using the link provided in the form

2. Essay Submission Guidelines

- a. Essays must align with the main theme and one of the sub-themes of the competition.
- b. The essay should be no longer than 10 pages (excluding the cover, table of contents, images, tables, and participant bio).
- c. Essays must not contain content that is offensive, such as ethnic, religious, political, or pornographic material.
- d. The cover page must include the Universitas Negeri Surabaya (UNESA) logo, which can be downloaded via this link: <https://unesa.me/LogoUNESA>
- e. File name format: Title_University_QEC
- f. Essays must be submitted through the provided link: <https://unesa.me/PendaftaranQEC>

3. Essay Formatting

- The essay must be typed on A4-sized paper, with the following specifications :
 Font : *Times New Roman* , size 12
 Line Spacing : 1,15
 Margins : Left 4 cm, Right 3 cm, Top 3 cm, Bottom 3 cm
- Essay Structure:
 COVER PAGE (UNESA Logo, Sub-theme, Title, Author’s Name)
 TABLE OF CONTENTS
 Chapter I INTRODUCTION
 Chapter II MAIN IDEAS
 Chapter III CONCLUSION
 REFERENCES

Chapter I : Introduction

This section should explain the background and reasoning behind the chosen idea, supported by relevant data and aligned with appropriate verses from the Qur'an. It should also outline the objectives and benefits the essay seeks to achieve.

Chapter II : Main Ideas

This section should include:

- a. The current situation that inspired the idea (gathered from readings, interviews, observations, or relevant imagination);
- b. Previous solutions that have been proposed or implemented to address the issue;
- c. How the current situation can be improved through the proposed idea, according to Qur'anic principles, and predicted outcomes if the idea is implemented;
- d. The parties involved in implementing the idea, along with their roles or contributions;
- e. Strategic steps needed to implement the idea to achieve the desired improvements.

Chapter III : Conclusion

The conclusion should summarize the proposed idea, the implementation strategies, and the predicted outcomes, including the benefits and impacts of the idea.

4. Scoring Criteria

No	Scoring Criteria	Weight	
		Stage 1	Stage 2
1	Relevance to the theme and sub-themes	30%	20%
2	Essay Quality	70%	40%
3	Presentation	-	40%
		100%	100%

5. Evaluation and Announcement Mechanism

- a. Stage 1 Evaluation
 - Evaluation will be conducted via uploaded files on the Google Drive.
 - The judges will review the essay submitted by each team.
 - The top 10 teams with the highest cumulative scores will move to the next stage.
- b. Stage 2 Evaluation
 - Evaluation will be conducted through Zoom meetings.
 - The 10 teams that advance from stage 1 will each have a presentation session.
 - The judges will then select the top three teams, ranked 1st, 2nd, 3rd.

6. Participant Benefits

- a. Cash Prizes and Certificates
 - 1st Place : Cash prize and e-certificate
 - 2nd Place : Cash prize and e-certificate
 - 3rd Place : Cash prize and e-certificate
 - Consolation Prize : Cash prize and e-certificate
- b. All participants will receive an e-certificate acknowledging their participation.

7. Contact Information

Mr. Muhammad Nurrohman Sidiq

(0858-0050-9704)

12. ECOPRENEUR PROJECT FESTIVAL

“Innovate, Inspire, Impact: Future through Ecopreneur”

A. Background

Indonesia is a country with many abundant resources, ranging from rich resources and also adequate human resources. The many spices and food sources make Indonesia have a variety of culinary flavors from all over the archipelago. The variety of flavors of this food is one of the income fields of the Indonesian people because they can be entrepreneurial and more importantly it can also reduce the number of unemployed in Indonesia.

Entrepreneurship in terms of food is also a lucrative business opportunity. Moreover, we are now living in the era of Society 5.0 which requires the community to continue to create innovations and create new ideas more actively.

B. Event name and theme

Name of the event : *Ecopreneur Project Festival*

Theme : **“Innovate, Inspire, Impact: Future through Ecopreneur”**

Sub Themes : Food and Beverages Innovative products
 Recycled Handicraft Products
 Household Cleaning Products
 Beauty and Personal Care Products
 Eco-Friendly Construction Products
 Small Renewable Energy Products
 Environmental Education Products

C. General terms

1. Participants are active students at state universities (PTN) and private universities (PTS) around the world as by providing a student identity card (KTM)
2. Each student can only participate in 1 (one) team.
3. Each team has a minimum of 3 (three) students and a maximum of four students from the same university.
4. Each team fills out the registration form via unesa.me/PendaftaranEPF
5. Each team can only send 1 (one) Business Model Canvas.
6. Participants are required to understand and agree to all the conditions of the competition.
7. The selected winner is the team with the highest cumulative score from all assessments.
8. The judges have the authority to provide an assessment in accordance with the criteria that have been set.
9. Final assessment is the result of the observations from the judges which are absolute and inviolable

D. Timeline

No.	Event	Timeline
1	Registration and submission	September 4 th – October 27 th 2024
2	First assessment	November 1 st 2024
3	Second assessment	November 4 th 2024
4	Announcement	According to the <i>closing ceremony</i> schedule of GAYATAMA

E. Detail mechanisms

1. Registration

- a. Online registration
- b. This competition is free of charge
- c. Participants fill in their personal data and submit document required for registration such as student card in the registration form via unesa.me/PendaftaranEPF
- d. Registration closes on **October 27th 2024 at 23.59 WIB (23.59 UTC+07:00)**.
- e. Participants who have filled out the registration form must join the WhatsApp group using the link listed on the form

2. Submission terms

- a. Business Plan Ideas are submitted in the form of BMC (Business Model Canvas) which is the best work from the authors and has never been published or submitted in any competition. Statement of originality needs to be submitted with a stamp of 10.000 (for Indonesian participants) or handwritten signed (for international participants).
- b. Submitted BMC must not contain elements of SARA (ethnic, religious, racial and inter-group), pornographic, political, or sensitive content that may offend any party.
- c. Submitted BMC is required to display the logo of Surabaya State University. The logo can be downloaded at the following link: unesa.me/LogoUNESA
- d. BMC is submitted in the format of pdf. with name format: title_name of the Institution/University_KaryaEPF
- e. BMC can be submitted via link unesa.me/PendaftaranEPF

3. BMC Formatting

Business Model Canvas (BMC) must contain 9 elements:

- a. Key partners
The part in the mapping where the company lists who are the stakeholders directly related to the company's operations. For example, suppliers, designers, marketing agencies, consultants, etc..
- b. Key activities
Business activities or all activities directly related to the operation of a product. The goal is to generate a value proposition.
- c. Key resources
Assets needed to offer and deliver a value proposition.
- d. Value propositions
Solving problems and meeting customer needs with a bid value. This element also discusses whether products or services that sell well in the market always have unique and superior benefit values compared to similar products.
- e. Customer relationship
Relationships with customers that are built and maintained with each customer segment. In this element, customers can be driven by motivations such as customer acquisition, customer retention, and upselling.
- f. Customer segments
One or several types of customers served by a business. This element discusses the target consumer, namely who buys the product, not who consumes the

product. The segmentation consists of geographic, demographic, psychological, and behavioral segmentation.

g. Channels

A medium or channel that you can use to market your products while communicating with potential consumers. Some of them are websites, marketplaces, social media, and so on.

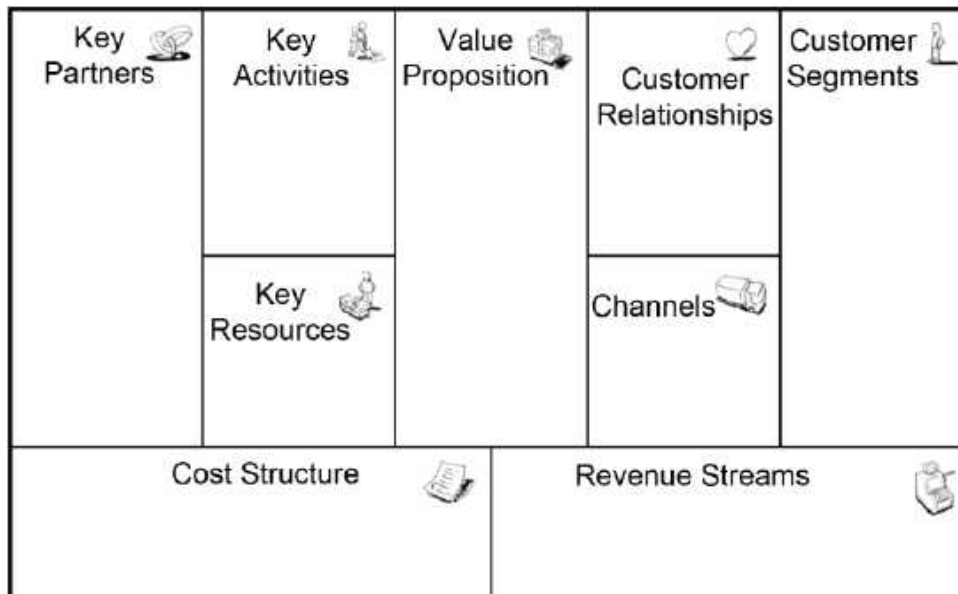
h. Cost structure

Includes equal distribution of costs for each division to be able to carry out its activities. The equitable distribution of costs is adjusted to the value proposition.

i. Revenue streams

All company transactions that generate funds on an ongoing basis. The type of revenue stream is product purchase transactions, grants obtained by the company, regular injections of funds from investors, income from franchises, copyrights, or patents, or regular income from business branches.

The format of the placement of the element must conform to the following format:



4. Assessment criteria

No	Assessment criteria	Assessment weight	
		1 st stage	2 nd stage
1	Compatibility with themes and sub-themes	25%	20%
2	Originality and Innovation	30%	25%
3	Business Feasibility	25%	20%
4	Aesthetic	20%	25%
5	Presentation (only for 10 finalist teams)		10%
		100%	100%

5. Assessment and announcement mechanism

a. 1st stage

- Assessment is conducted via Google Drive
- The judges assess at the BMC work that has been uploaded by each participant
- Based on the accumulated assessment from all of the judges, the 10 teams with the highest scores will be selected to proceed to the next stage

b. 2nd stage

- Assessment is carried out via Zoom Meeting
- 10 teams that pass the 1st stage of assessment will give a presentation session with a product advertisement video
- The judges will determine the best team with 1st, 2nd, 3rd place, and Runner-Up

6. Prizes

a. Cash prizes

- | | |
|-----------------------|--------------------------------|
| 1 st Place | : Cash prize and e-certificate |
| 2 nd Place | : Cash prize and e-certificate |
| 3 rd Place | : Cash prize and e-certificate |
| Aspiring Winner | : Cash prize and e-certificate |

- b. All participants will receive an e-certificate acknowledging their participation

7. Contact person

- Mrs Fitriari Izzatunnisa Muhaimin (0878-9419-2307)

13. INFOGRAPHIC DESIGN COMPETITION

a) Theme

The theme of the Infographic Design Competition organized by the Faculty of Vocational Studies UNESA 2024 is: "Food Waste Problem in Indonesian Society."

b) Background

Indonesia, the second-largest food waste producer globally after Saudi Arabia, grapples with a severe food waste crisis amidst high levels of malnutrition and hunger. Food waste constitutes 41.5% of all waste in the country, translating to 20.93 million tonnes annually. Major cities like Surabaya and Bogor exhibit particularly high waste levels, with nationwide losses estimated between 23-48 million tons per year. Despite the immense scale of food waste, Indonesia's management practices are inadequate compared to leading countries like Germany, the Netherlands, and China, exacerbating economic, social, and environmental issues.

The economic impact of food waste in Indonesia is significant, with losses estimated between IDR 213 trillion and IDR 551 trillion annually. This inefficiency contributes to heightened food insecurity, stunting in children, and environmental damage through methane emissions. Efforts to combat food waste include the Surplus app, local initiatives like Garda Pangan, and composting projects. However, these measures are insufficient, and there is a pressing need for comprehensive improvements in public awareness, food storage practices, and waste management systems.

To address these challenges effectively by enhancing public awareness and education, stricter regulations, and incentivization for reducing food waste are the essential steps. By integrating these strategies, Indonesia can improve its food waste management and align with global sustainability efforts.

c) Terms and Conditions

a. General

- i) Participants should register at:
- j) unesa.me/Gayatama4InfographicRegistration
- k) The competition is free of charge.
- l) The competition consists of two stages: Preliminary and Final.
- m) In the preliminary stage, teams must submit their infographics according to the guidelines to the organizers.
- n) In the final stage, the top 10 teams, which have been carefully selected based on their exceptional performance in the earlier rounds.
- o) In the closing ceremony, the winners of five teams will be announced.
- p) The decisions of the judging panel are final and cannot be contested.
- q) Disqualification will be imposed on participants whose creation does not comply with the guidelines, such as the theme, data, and other requirements and also found to involve in a plagiarism.

b. Participants

- r) Participants must be an active diploma or undergraduate students from any higher education institution, both within Indonesia or internationally, and must provide a valid Student ID Card as proof.

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- s) Participants who advance as finalists are required to attend the final events and closing ceremony, which will be held on the dates specified by the organizers.
 - t) The competition is team-based, consisting of 1-3 members.
 - u) Each team is mandatory to name Team Name consist of 2 words.
 - v) Each participant can submit more than one work/creation.
 - w) Participants must take a screenshot as a proof of following the Instagram account: @vokasiunesaofficial.
 - x) Participants must take a screenshot as a proof of following the Instagram account: @mawal_unesa.
 - y) Participants must upload statement of originality in the registration form before submitting their work/creation.
 - z) Participants must publish their work/creation through their own Instagram as well as submit through Google Drive.
- c. Work/Creation
- aa) The work/creation submitted should be an infographic poster.
 - bb) The infographic should be in A3 size (297 x 420 mm), portrait position, in PNG format with any resolution.
 - cc) The work/creation must be original and has not been previously submitted to any competition or published.
 - dd) The components of the poster must be original, copyright-free, and must not contain any watermarks.
 - ee) The infographic poster must use the GAYATAMA 4 2024 logo.
 - ff) The work/creation should align with the specified theme.
 - gg) Participants should present their analysis in the form of an infographic with the most creative design possible, including references sources.
 - hh) Participants are allowed to use various supporting applications.
 - ii) The submission process is as follows:
 - 1) Save the infographic file in PNG format with the filename format: GAYATAMA4_InfographicDesign_University_TeamName_PosterTitle
 - 2) Submit through this link by the deadline of 31st October 2024 11.59 PM unesa.me/Gayatama4InfographicSubmission
 - jj) The work/creation must not contain elements of SARA (ethnic, religious, racial, or inter-group issues), violence, or pornography.
 - kk) The organizers have the right to publish the participants' submitted works, crediting the participants' names.

d) Rubric

NO.	CITERIA	EVALUATION PARAMETER	PERCENTAGE
1.	Theme relevance	Theme RelevanceThe poster design reflects the meaning of the chosen theme.	10%
2.	Content Quality	The poster design demonstrates content accuracy.	30%
3.	Information Presented	The poster shows informative and accurate images.	30%

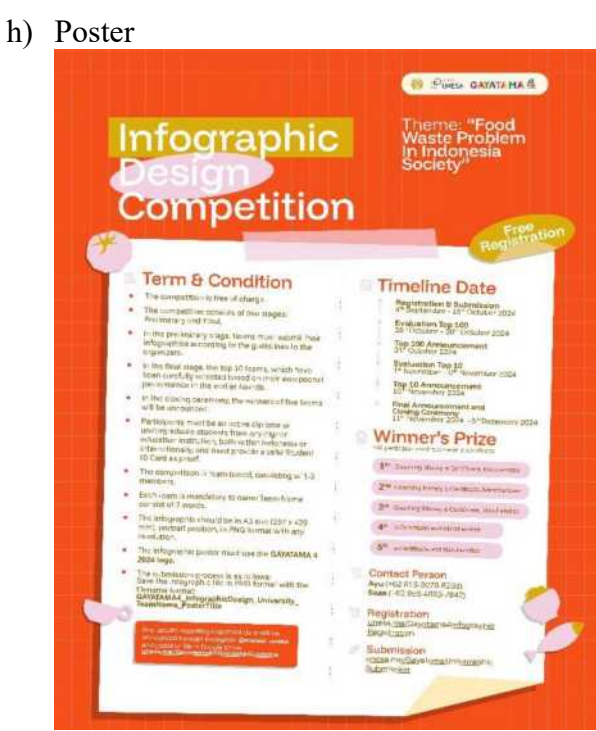
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4.	Design	The poster design demonstrates creativity and originality.	30%
Total			100%

- e) Time Line
- a. Registration and Submission : 4th September – 15th October 2024
 - b. Evaluation Top 100 : 16th October – 30th October 2024
 - c. Top 100 Announcement : 31st October 2024
 - d. Evaluation Top 10 : 1st November – 9th November 2024
 - e. Top 10 Announcement : 10th November 2024
 - f. Final Announcement and Closing Ceremony : 11th November 2024 – 6th Desember 2024

- f) Announcement
- a. 1st Coaching Money, e-Certificate, Merchandise
 - b. 2nd Coaching Money, e-Certificate, Merchandise
 - c. 3rd Coaching Money, e-Certificate, Merchandise
 - d. 4th Coaching e-Certificate and Merchandise
 - e. 5th Coaching e-Certificate and Merchandise

g) Contact Person
 Any update regarding important date will be announced through Instagram @mawal_unesa and updated file in Google Drive: unesa.me/Gayatama4InfographicGuideline
 For further information, please message CPs through WhatsApp:
 Name : Ayu (+62813-3070-8293)
 Name : Sasa (+62856-4883-7842)



i) Appendix 1. Originality Statement Form

STATEMENT OF ORIGINALITY

The undersigned,

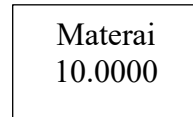
Team Leader Name :
Student ID :
Study Program :
Faculty :
University :

Hereby declare that the work of **Gayatama 4 – Infographic Design Competition** with the title (fill in the title of the work) is truly a result of my independent intellectual effort and is not plagiarized from the work of others. Furthermore, it has never won any competition and has not been published in any form.

If this statement is found to be untrue, I am willing to accept sanctions according to the applicable regulations, including disqualification from the competition.

City, 2024

Team Leader



(Full Name and Sign)

*) Indonesia Stamp Duty (Meterai Tempel) 10.000 is mandatory for Indonesian Participants

14. VIDEO CONTENT COMPETITION GAYATAMA 2024 UNESA

a) Theme

The theme of the Video Content Competition organized by the Faculty of Vocational Studies UNESA 2024 is: "Food Waste Problem in Indonesian Society."

b) Background

Indonesia, the second-largest food waste producer globally after Saudi Arabia, grapples with a severe food waste crisis amidst high levels of malnutrition and hunger. Food waste constitutes 41.5% of all waste in the country, translating to 20.93 million tonnes annually. Major cities like Surabaya and Bogor exhibit particularly high waste levels, with nationwide losses estimated between 23-48 million tons per year. Despite the immense scale of food waste, Indonesia's management practices are inadequate compared to leading countries like Germany, the Netherlands, and China, exacerbating economic, social, and environmental issues.

The economic impact of food waste in Indonesia is significant, with losses estimated between IDR 213 trillion and IDR 551 trillion annually. This inefficiency contributes to heightened food insecurity, stunting in children, and environmental damage through methane emissions. Efforts to combat food waste include the Surplus app, local initiatives like Garda Pangan, and composting projects. However, these measures are insufficient, and there is a pressing need for comprehensive improvements in public awareness, food storage practices, and waste management systems.

To address these challenges effectively by enhancing public awareness and education, stricter regulations, and incentivization for reducing food waste are the essential steps. By integrating these strategies, Indonesia can improve its food waste management and align with global sustainability efforts.

c) Terms and Conditions

a. General

- a. Participants should register at <https://unesa.me/VideoContentGayatama2024>
- b. The competition is free of charge.
- c. The competition consists of two stages: Preliminary and Final:
- d. In the Preliminary Stage, individuals or teams must submit their video according to the guidelines to the organizers.
- e. In the Final Stage, only the top 10 teams/individuals, carefully selected based on their exceptional performance in the earlier rounds, will advance.
- f. The decisions of the judging panel are final and cannot be contested.
- g. Disqualification will be imposed on participants whose creations do not comply with the guidelines, such as theme, data, and other requirements, and on those found to be involved in plagiarism.
- h. Finalists will receive an exclusive invitation to attend the prestigious Closing and Awarding Night, where the winners will be celebrated and recognized for their outstanding achievements.
- i. The list of the top 100 participants and finalists will be announced on the Vokasi Unesa website at vokasi.unesa.ac.id

b. Participants

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- a. Participants must be an active diploma or undergraduate students from any higher education institution, both within Indonesia and internationally, and must provide a valid Student ID Card as proof.
 - b. Participants who advance as finalists are required to attend the final events, which will be held on the dates specified by the organizers.
 - c. The competition is individual/team-based, consisting of 1-3 members.
 - d. Each participant may only submit one creation.
 - e. Participants must take a screenshot as a proof of following the Instagram account: @vokasiunesaofficial.
 - f. Participants must take a screenshot as a proof of following the Instagram account: @mawal_unesa.
- c. Creation
- 1) All video submissions must be original works created specifically for this competition and should not have been entered into any other similar contests.
 - 2) The use of copyrighted music, which is restricted by Instagram and YouTube, is strictly prohibited.
 - 3) The video content should refrain from including any material that could be deemed offensive concerning race, religion, ethnicity, or political views, and must not contain any pornographic content.
 - 4) Participants are required to upload their videos to their personal social media accounts (Instagram, YouTube, or TikTok) include caption and the designated hashtags: #GAYATAMA2024, #UNESA, and #FOODWASTE.
 - 5) The video must adhere to the theme, "Food Waste Problem in Indonesian Society," and have a duration of 15 to 60 seconds.
 - 6) Must include the Gayatama 4 2024 logo
 - 7) By submitting their videos, participants agree that their submissions will become the property of the organizing committee. These videos may be used freely for various activities related to Unesa, while the original creator's copyright will be respected and acknowledged.
 - 8) The submission process is as follows:
 - 1) Save the video file in MP4 format with the filename format: GAYATAMA4_VideoContent_University_Name/Team
 - 2) Submit through this link by the deadline of 31st October 2024 11.59 PM <https://unesa.me/VideoContentGayatama2024>
 - 9) Participation in the competition implies full acceptance of all terms and conditions outlined for the submitted video work.
 - 10) Videos will be evaluated based on their relevance to the theme, the effectiveness of the idea and message conveyed, originality, the quality of filming techniques, and the overall editing.

d) Rubric

Here's the criteria and percentage for the evaluation panel:

NO.	CRITERIA	EVALUATION PARAMETER	PERCENTAGE
1.	Ideas	Originality, creativity, and actualization	40%
2.	Relevance to the theme	Addressing the theme of Food Waste in Indonesia, uniqueness of ideas	40%

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3.	Quality of filming techniques	Editing and video shooting techniques	20%
Total			100%

e) Time Line

- a. Registration and Submission : 4th September – 15th October 2024
- b. Evaluation Top 100 : 16th October – 30th October 2024
- c. Top 100 Announcement : 31st October 2024
- d. Evaluation Top 10 : 1st November – 9th November 2024
- e. Top 10 Announcement : 10th November 2024
- f. Final Announcement and Closing Ceremony : 11th November 2024 – 6th Desember 2024

f) Announcement

- a. 1st Coaching Money, e-Certificate, Merchandise
- b. 2nd Coaching Money, e-Certificate, Merchandise
- c. 3rd Coaching Money, e-Certificate, Merchandise
- d. 4th Coaching e-Certificate and Merchandise
- e. 5th Coaching e-Certificate and Merchandise

g) Contact Person

Any update regarding important date will be announced through Instagram @mawal_unesa. For further information, please message through WhatsApp:
 Nina: (+62 81217401372)
 Abda: (+62 85736421899)

h) Poster



15. DIGITAL REPORT ON TOURISM DESTINATION

a) Theme

The Digital Report Competition on Tourism Destinations is organized by The State University of Surabaya (UNESA) with the theme “Tourism.”

b) Background

The Digital Report on Tourism Destination is a competition for university students to promote their chosen tourist destination using English. The purpose of this competition is to enhance digital tourism promotion, so the tourist destinations become more popular. It encourages young people to showcase their creativity in delivering information about tourism objects. In addition to promoting tourist destinations, this competition can also serve as a platform to convey messages about the importance of environmentally friendly and culturally sensitive sustainable tourism. Overall, the competition aims to strengthen the tourism sector through innovative digital approaches and active community participation.

c) Terms and Conditions

- a. The participants must be university students, shown by the students’ id card
- b. The competition is for individuals only; each participant is only allowed to submit one entry.
- c. The language used in the Digital Report on Tourism Destination must be English, and it must be narrated by the participant, not AI.
- d. The participants must select a natural tourist destination to promote with the following requirements:
 - Give a brief self-introduction (name, origin, reason for choosing the destination)
 - Present the history of the destination
 - Outline the do’s and don’ts of the chosen tourism object
 - Highlight the unique aspects of the chosen tourist destination compared to others
 - Describe the available attractions and their prices
 - The Digital Report on Tourism Destination must be presented in the form of a video.
- e. Video format requirements for the Digital Report on Tourism Destination:
 - The video format must be in .mp4
 - The Video duration should be between 10 - 15 minutes
 - The Minimum resolution is 480p
 - Include the UNESA logo
 - The video must be the participant’s own work
 - The video must not have been submitted to any other similar competition
 - Background music or sound effects are allowed; if copyrighted, the owner of the music must be credited
 - The Footages may be used, but the sources must be credited
 - The video must be uploaded to a personal Instagram ‘video feed’ account and tagged the @official_unesa, @kampusunesamagetan, @sasing_magetan, and @mawal_unesa

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- Use the competition hashtag, along with hashtags for Magetan campus, Sasing Magetan, and mawal unesa
- Provide a caption relevant to the competition theme
- The video must be uploaded to each participant's Google Drive in .mp4 format with the following name format: Name_University_Title_Gayatama4

Registration's link: unesa.me/DigitalTourismReport

Submission's link: unesa.me/Digitalreportsubmission

d) Rubric

NO.	CITERIA	EVALUATION PARAMETER	PERCENTAGE
1.	Technique	1. Adherence to rules 2. Video recording technique 3. The use of English and correct grammar. 4. Clear speech. 5. Video duration of at least 10 mins and no more than 15 mins	40%
2.	Body Language	1. Effective body language. 2. Interactive, promotive dan engaging	40%
3.	Creativity and Originality	1. The using of effects in the video (sounds, images, etc) 2. Originality	20%
Total			100%

e) Time Line

- a. Announcement phase : 4th September 2024 – 24th September 2024
- b. Registration & submission of works : 25th September 2024 – 25th October 2024
- c. Judging phase : 7th November – 11th November 2024
- d. Announcement of winners : November 2024

f) Announcement

- The 1st winner : Cash prize + E-certificate
- The 2nd winner : Cash prize + E-certificate
- The 3rd winner : Cash prize + E-certificate

g) Contact Person

- Fatma: (082136840068)
- Hanafi: (081216456683)

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER - NOVEMBER 2024

h) Poster

**Digital Report On
TOURISM DESTINATION**
INTERNATIONAL COMPETITION

The Digital Report Competition on Tourism Destinations is organized by The State University of Surabaya (UNESA) with the theme "Tourism." University students are welcome to participate in this international competition.

FREE REGISTER
4th September - 20th October 2024
unesa.me/DigitalTourismReport

- 1 The participants must be university students;
- 2 Each participant (individuals) is only allowed to submit one entry;
- 3 The language used must be in English;
- 4 Participants are required to choose a natural tourism destination with further conditions;
- 5 Further provisions for video format requirements.

UPLOAD VIDEO AT:

CONTACT PERSON:
Hanafi : 0812 3645 6683
Fatma : 0821 3684 0068

WITH THE TAG :
@official_unesa
@kampusunesamagetan
@sasing_magetan
@mawal_unesa

ORGANIZED BY: GAYATAMA 4

For more details visit our official media at : @mawal_unesa

16. POSTER COMPETITION DIGITAL COMMUNICATION

- a) Theme
“From Local to Global: Amplifying Voices through Digital Platforms.”

b) Background

In the digital age, Information and Communication Technology (ICT) plays a crucial role in connecting local communities with a global audience. Thanks to the advancement of ICT, issues that were once only relevant at a local level can now be brought to the attention of the international community. Digital platforms such as social media, blogs, websites, and other internet-based applications enable individuals and communities to spread their messages farther and faster than ever before. In many countries, including Indonesia, the use of ICT has grown rapidly over the past few decades. ICT not only accelerates access to information but also opens up opportunities for local issues, cultures, and community voices to be highlighted on the international stage. Governments and communities around the world now have greater opportunities to leverage this technology in various aspects of life, including information dissemination, advocacy, education, raising public awareness, and even in making decisions that are more transparent and accountable.

With the increasing adoption of digital platforms, the younger generation plays a vital role in amplifying their community's voice. They can use this technology to strengthen local voices that might not be heard on the global stage. As part of the globalization process, young people can become agents of change, bringing local issues such as culture, traditions, social issues, and environmental concerns to international attention. This not only helps in preserving cultural heritage but also fosters global dialogue on important issues that might be overlooked by the international community.

Therefore, we organize GAYATAMA (Gelar Karya dan Prestasi Mahasiswa or Student Achievements Award) 2024 to encourage creative ideas from students across Indonesia. This event provides students with a platform to express their creativity through posters that showcase how digital platforms can amplify local issues on the global stage. By doing so, GAYATAMA 2024 aims to inspire the younger generation to continue innovating and contributing to the nation's advancement. Through the magic of technology, local stories can become global headlines. GAYATAMA 2024 invites you to showcase your creativity and make a difference.

c) Registration and Submission:

- a. Participants must register online through GAYATAMA 2024's official account by 4 September 2024.
- b. Each participant must fill out a registration form that includes personal information and supporting documents such as a student ID card.
- c. After registration, participants can begin creating and submitting their posters according to the specified guidelines.
- d. Posters must be uploaded in digital format (JPEG/PNG) with a minimum resolution of 300 dpi to ensure good print quality.

d) RULES

a. Participant

- Participants must be high school/vocational school students or undergraduate/D4/D3 students from across Indonesia, verified by a scan of an active student ID card.
- Each team consists of 2-4 members.
- A team can include members from different study programs and different campuses.

b. Content

- The poster design can be submitted in PDF, JPG, or PNG format, with a maximum file size of 5 MB.
- The poster concept must align with the predetermined theme.
- The poster must not contain elements of ethnicity, religion, race, and intergroup (SARA) discrimination.
- Submitted works become the property of the organizers.

c. Submission

- Poster files should be named using the format:
SCHOOL/CAMPUS_STUDY
- PROGRAM_TEAM LEADER'S NAME.
- Participants must submit their posters through the link unesa.me/goposter.

e) Rubric

- a. Creativity and Originality: Posters must reflect creative and original ideas, not plagiarized from other works. Participants should demonstrate new ways to use digital platforms to highlight local issues on an international level.
- b. Relevance to Theme: Posters must align with the theme “From Local to Global: Amplifying Voices through Digital Platforms.” Posters irrelevant to the theme will not be considered.
- c. Amplifying Voices through Digital Platforms: Posters irrelevant to the theme will not be considered.
- d. Visual Quality and Aesthetics: Posters should have good visual quality, with attractive design and neat layout.
- e. Message Quality: Posters must convey a clear and strong message that can be easily understood by both national and international audiences.
- f. Use of Digital Technology: Use of digital or technological elements in the poster will be a bonus, especially if it successfully shows innovation in amplifying local voices.

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No	Indicator	Evaluation Criteria	Score
1	Originality	<ul style="list-style-type: none"> The team's idea is original. No elements of plagiarism. Has not been previously published. 	20
2	Relevance to the Theme	<ul style="list-style-type: none"> Does not deviate from the set theme. Factual and exploratory. 	10
3	Concept and Design Idea	<ul style="list-style-type: none"> Provides significant benefits. Interesting and innovative idea. Unique concept. 	35
4	Message	<ul style="list-style-type: none"> Clarity, easily understandable message delivery. Informative. Educational. 	10
5	Artistic Visualization	<ul style="list-style-type: none"> High aesthetic value. Effective use of colors and supporting graphics. 	25

i. Selection

The evaluation process during the selection stage includes:

- a. The evaluation is conducted by judges appointed by the organizing committee.
- b. The judges' decisions are final and cannot be contested.
- c. The assessment aspects and scoring weights are based on the following criteria:

ii. Final

The evaluation process will be held in Mid October – Mid November 2024. Scoring in the final stage includes:

- a. Evaluation from the selection stage (weight: 30%)
- b. Evaluation of the poster presentation (weight: 50%)
- c. Voting based on the number of Instagram likes (weight: 20%)

f) Announcement:

- a. After submission, posters will be judged by a panel of experts in digital communication, graphic design, and local and global issues.
- b. From all submitted posters, 6 (six) top posters will be selected based on the judges' evaluation.
- c. The selected posters will be uploaded to the official Instagram account of UNESA Magetan Campus. Participants will be invited to encourage their communities to support their posters through likes and comments on the posts.
- d. Winners will be determined based on a combination of the judges' scores and public response on Instagram. The poster with the highest total score will be announced as the winner and will receive an award from the organizers.

g) Award

- 1st Place: Certificate and prize for development.
- 2nd Place: Certificate and cash prize for development.
- 3rd Place: Certificate and cash prize for development.
- All finalists will receive an e-certificate of appreciation.

- h) Contact Person
Instagram : @mawal_unesa
Whatsapp : Wahyu Mahesa Miarta (0895804375913)
Tatak Setiadi (082140929768)
- i) Poster



17. INTERNATIONAL COMPETITION FOR CREATIVE MAKEUP FOR SPECIAL MOMENTS

- a) Theme
“Creative Makeup for Special Moments”
- b) Sub Theme
 - 1. Bridal Beauty
 - 2. Glamorous Night
 - 3. Elegant Party Makeup
 - 4. Retro Glam
 - 5. Cultural Fusion

- c) Background
 - 1. General Description

The development of the field of Cosmetology today is not only about beautifying our appearance, but also becoming a means of self-expression. This requires makeup artists to innovate and follow developments in global trends to meet market needs. Makeup artists are highly sought after for special occasions such as weddings, birthday parties, formal events and business meetings. Many people want to look their best at this moment, which makes makeup artists an important part of the event and wedding organizer industry.

This competition can be an actualization for students and a form of recognition of the creativity and skills of makeup artists. Apart from that, this activity is also an opportunity to improve the competency of the participants through healthy competition and is expected to become a forum for makeup artists, both professional and beginners, to show their abilities and gain wider recognition in the beauty industry.

International Competition for Creative Makeup for Special Moments is also designed to inspire makeup artists from various countries to show their skills in creating unique and attractive makeup looks for special moments. With the theme "Creative Makeup for Special Moments", participants are expected to explore creative ideas that can create extraordinary makeup looks for various occasions, such as weddings, red carpet events, or cultural festivals.

2. Competition Targets

The target of the International Competition of Creative Makeup for Special Moments is general participants such as beginner or professional makeup artists and students, namely high school/vocational school, university students, in international level.

- d) Competition Foundation
 - 1. Tri Dharma of Higher Education
 - 2. Student Independence Competency Standards
 - 3. Provide space for makeup artists to show talent and innovation in creating looks that are unique and appropriate to the theme. Makeup artists from various countries gain exposure at the global level, which can help them build a professional reputation.
 - 4. Providing opportunities for novice makeup artists to gain international recognition as professional makeup artists
 - 5. Self-development and promotion platform for makeup artists from various parts of the world.

e) Competition Goals

1. Explore various techniques and the latest trends in the world of makeup, as well as apply new ideas that can add value to their work.
2. Provide opportunities for makeup artists to expand their portfolio by showcasing their best work in front of professional judges and the public.
3. Participants' technical skills in applying makeup, including an understanding of aesthetics, color, texture and small details that can make the makeup look more perfect.
4. Celebrating GAYATAMA 4 UNESA 2024.

f) Timeline

No	Activity	Time
1	Registration	September 4 th 2024
2	Video Collection	October 14 th – November 1 st 2024
3	Judging	November 5 th 2024
4	Announcements and Closing Ceremony	Peak Event of GAYATAMA 4 2024

g) Terms and Conditions

1. Active students from state and private universities in Indonesia and abroad
2. Active students from public and private schools in Indonesia and abroad
3. Beginner and Professional Makeup Artist
 Participants register online by filling in the registration form
<https://bit.ly/RegistrationFormforICMSM>

h) Instructions

- a. Make up must be in accordance with the activity theme and activity sub-theme.
- b. Auditions are carried out by collecting videos with a maximum duration of 5 minutes
- c. Videos must not contain elements of SARA, pornography, or sensitive content that could offend a party.
- d. Video content: Short introduction, Make-up process as well as a short and clear explanation regarding the make-up techniques used, A short and clear explanation of the hair do process, Shows detailed results of make-up, hair do, clothing and accessories when worn at the same time clearly
- e. The work is original and has never been registered in any competition
- f. The video must display the Surabaya State University logo
- g. Format for the name of the work video: Title_Institution_Video
- h. Participants who pass the audition stage will continue to the final stage
- i. The video results of participants who pass the audition stage become the property of the committee and the committee has the right to publish them

i) Award

1. Coaching Money
 - 1st Place: coaching money and championship certificate
 - 2nd Place: coaching money and championship certificate
 - 3rd place: coaching money and championship certificate
 - Winner Like: coaching money and championship certificate

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2. Participants who take part in the competition receive an e-certificate with the title of participant.

j) Rubric

No	Participant Names	Institutions	Kriteria Penilaian				
			Conformity with Themes and Sub-Themes	Makeup Assessment	Fashion Appraisal	Hair Styling	Originality

No	Assessment criteria	Percentage
1	Conformity with Themes and Sub-Themes	15%
2	Makeup Assessment	25%
3	Fashion Appraisal	15%
4	Hair Styling	20%
5	Originality	25%
Total		100%

k) Poster



18. INTERNATIONAL LEARNING MULTIMEDIA CATEGORY COMPETITION

- a) Theme
 “Multimedia for Diversity in The Digital Age”
- b) Sub-theme : Interactive Multimedia
 : Hyperactive Multimedia
 : Educational Games
- c) Deskripsi

Education must be able to accommodate the diversity of each individual, including different talents, learning readiness, learning profiles, and life circumstances. Differentiated learning aims to adjust the learning process to the individual learning needs of each student so that it can meet diverse learning needs and improve learning outcomes. This approach involves creating an engaging and effective learning environment that encourages students to work hard and achieve learning goals, ultimately maximizing learning outcomes. Differentiation can be included in learning using multimedia that is differentiated in terms of content and process.

Technology skills are essential for students' career readiness and navigating the digital workplace. Students are future educators and leaders. Advances in educational devices and resources used in learning allow students to focus on the material without distraction. Digital resources enhance critical thinking and memory, and personalized learning experiences make education more engaging, which drives academic success. Technology is a powerful tool in supporting differentiated learning, enabling a more adaptive, interactive, and effective learning process to meet the individual learning needs of each child. Therefore, the ability to create learning multimedia is essential for students, namely to significantly improve the quality of learning amidst the challenges of modern education and digitalization.

- d) Terms and Conditions
 - a. General Terms
 - 1. Participants are active students from universities around the world and are proven by their student ID or study plan card.
 - 2. The competition is held online.
 - 3. Each student may only join 1 (one) team.
 - 4. Each team consists of 2-4 students.
 - 5. Each team can come from the same or different universities.
 - 6. The university may nominate more than one team.
 - 7. Each team fills out the registration form via the link unesa.me/LearningMultimediaCompetition
 - 8. Each team may only send 1 (one) learning multimedia.
 - 9. Participants must understand and agree to all competition conditions.
 - 10. The winner selected is the team with the highest cumulative score from all assessments.

The jury's decision is final and cannot be contested.
 - b. Special Terms
 - 1. According to the sub-theme = type of multimedia.

2. Multimedia must include Images, Text, and Audio.
 3. Multimedia must be able to be used for differentiated learning in content or process, and or both
- e) Timeline

No.	Kegiatan	Waktu
1	Registration and Collecting Product	4 September 2024 - 27 October 2024
2	Judging (Stage 1)	28 October - 3 Nopember
3	Judging (Stage 2)	6 Nopember 2024
4	Announcement	30 Nopember 2024

f) **Implementation Description**

1. Registration

- a. Participants are required to register online.
- b. Participants fill in their personal data and send the registration attachment to the following registration form.: unesa.me/LearningMultimediaCompetition
- c. Multimedia registration and submissions close on October 27, 2024.
- d. Participants who have filled out the registration form are required to join the WhatsApp group using the link listed on the form.
- e. The announcement of the competition will be made during the closing ceremony.
- f. This competition is free of charge.

2. Collecting of The Product

- a. Learning multimedia has clear presentation quality and has HD resolution.
- b. Learning multimedia must be in accordance with the theme and sub-theme of the activity.
- c. Multimedia may be developed using appropriate applications and delivered ready for access/use.
- d. Learning content must not contain violation elements of ethnicity, religion, race and inter-group, pornography, politics, or sensitive content that may offend a party.
- e. Learning multimedia must display the State University of Surabaya logo.
- f. Participants create multimedia usage tutorials in the form of flyers and video tutorials with a maximum duration of 10 minutes.
- g. All multimedia equipment is put into one folder with the name: Multimedia_Name of University_Title
- h. Multimedia, Flyers, and Video Tutorials are uploaded to personal GDrive and Links/URLs are collected no later than October 27, 2024

g) **Rubric**

No	Criteria	Percentage	
		Stage 1	Stage 2
1	Suitability of theme and sub theme	15%	15%
2	Originality	15%	15%

3	Material	15%	10%
4	Differentiation of Learning Content	20%	20%
5	Differentiation of Learning Process	20%	20%
6	Display dan Layout	15%	10%
7	Simulation dan Persentation (Finalist)	-	10%
		100%	100%

h) Judging dan Announcement

a. Stage 1

- Judging is done by looking at the work that has been submitted through an online form.
- The juries judge the media based on predetermined criteria
- The 10 teams with the highest cumulative scores will be declared to have passed to stage 2.

b. Stage 2

- The judging is held by zoom meeting.
- The 10 teams that pass the first stage of assessment will each be given a 15-minute media presentation session.
- The juries will determine the best team with rankings 1, 2, 3, and runner-up 1, 2.

Awards

a. Uang Pembinaan

- 1st place : Prize Money and championship e-certificate
- 2nd place : Prize Money and championship e-certificate
- 3rd place : Prize Money and championship e-certificate
- 1st runner-up : e-certificate
- 2nd runner-up : e-certificate

b. Each participant will receive an e-certificate with the title of participant.

i) Contact Person

- Vit Ardhyantama +62 85932141099
- Hana Andriningrum +62 8885465001

j) Poster



19. DRAWING COMPETITION FOR DISABILITIES

a) Theme

"Breaking Barriers, Embracing Possibilities: Inclusive Sports for All"

b) Background

Sport has long been recognized as an important tool for personal development, physical and mental health, and character building. Through sport, individuals can develop social skills, improve fitness, and build self-confidence. However, despite the widely recognized benefits of sport, inclusive sport participation for all children, including children with disabilities, remains a challenge. Many children with disabilities still face barriers to participating in sport, whether due to limited access, lack of supportive facilities, or negative perceptions of their abilities. Around the world, there are millions of children living with various types of disabilities. They are often marginalized from various social activities, including sport, due to stigma, stereotypes, and a lack of understanding of their potential. In fact, sport is not only a place for children to have fun and play, but also an opportunity to demonstrate their courage, strength, and ability. With inclusive activities, children with disabilities can feel accepted, valued, and valuable, and have the opportunity to develop their full potential. Recognizing the importance of sports in character building and social inclusion, this drawing competition is themed "Breaking Barriers, Embracing Possibilities: Inclusive Sports for All." This theme invites children, both with and without disabilities, to express their imagination and views on inclusive sports, where every child, regardless of physical or mental condition, has an equal opportunity to participate and enjoy the benefits of sports activities. This drawing competition also aims to raise public awareness about the importance of inclusion in the world of sports and to inspire changes in attitudes towards children with disabilities. Through artwork, it is hoped that a deeper dialogue and understanding can be created about the importance of providing equal opportunities for all children to participate in sports. Drawing is an effective medium because it allows children to express their ideas, feelings, and hopes creatively and authentically.

In Indonesia, the issue of inclusivity in sports is still something that needs serious attention. Data shows that many schools and communities have not fully supported the participation of children with disabilities in sports activities. Limited infrastructure, lack of knowledge and awareness, and minimal policy support are some of the inhibiting factors. Therefore, this drawing competition is also expected to be a small but significant step in changing this paradigm. By involving children from various backgrounds, both those with and without disabilities, we can begin to foster a more inclusive generation, who appreciate differences, and understand that every individual has valuable potential to be developed. More than just a competition, this activity is a movement to voice that sports are the right of every child. This competition invites children to think further about what might happen when every child is given the same opportunity to participate. This is an opportunity for them to visualize a world where inclusion becomes a reality, not just discourse. In addition, this competition also provides space for children to develop their creativity and artistic skills. Art has the power to change perspectives and broaden understanding of the world around them. In the process of drawing, children learn to convey messages, express emotions, and communicate through drawing. It is also an effective way to overcome communication barriers that children with disabilities may experience, allowing them to showcase their potential and unique views of the world. Thus, this drawing competition not only

focuses on children with disabilities, but also invites all children to become agents of change. Through their artwork, children are invited to imagine and create a world where everyone, regardless of physical or mental condition, can enjoy the same rights to play, compete, and play sports. This is an opportunity to celebrate diversity and reinforce the message that in sports, as in life, every child has a valuable place and role. In facing the modern era that is increasingly inclusive and diverse, it is time for us, as a society, to fully support initiatives that promote social inclusion. With this drawing competition, we hope to inspire change in the way we view and treat children with disabilities, as well as encourage further efforts to create a welcoming, inclusive, and equitable environment for all. Let us move forward together, breaking down barriers, and embracing all possibilities with the spirit of inclusivity.

c) Activity Objectives

- a. Exploring the creative potential of children with disabilities and the general public through the art of drawing.
- b. Increasing public awareness of the importance of inclusive sports for all children.
- c. Encouraging the participation of children with disabilities in sports and arts activities.
- d. Strengthening the spirit of inclusivity and acceptance of differences among children.

d) Scope of Activities

This drawing competition is open to all children, both those with and without disabilities, in the age categories students university and 13-18 years. Participants will be asked to describe their interpretation of the theme "Breaking Barriers, Embracing Possibilities: Inclusive Sports for All" in the form of a drawing that can reflect the spirit of inclusiveness, equal rights, and diversity in the world of sports.

e) Implementation Plan

Registration	: Open from September 4 to October 31, 2024.
Submission	: Open from October 1 to November 1, 2024.
Judging	: November 2-4, 2024.
Announcement of Winners	: Peak Event of GAYATAMA 4 2024

f) Terms and Conditions

a. Participant Categories

- Category 1: students university with disabilities from all countries.
- Category 2: Children aged 13-18 with disabilities from all countries.

b. Participant Requirements

- Open to all children with disabilities, from all countries.
- Participants must be within the specified age category on the date of the competition.
- Participants must fill out the online registration form and include a letter of permission from a parent or guardian in English or their native language (with English translation if necessary).
- Each participant may only submit one work to be entered in the competition.

c. Work Requirements

- Drawing theme: "Breaking Barriers, Embracing Possibilities: Inclusive Sports for All."

- Drawings must be the original work of the participant, not plagiarized, imitated, or violated the copyright of others.
 - Drawings can be made using free media (crayons, colored pencils, watercolors, markers, or other media).
 - Image size: A3 (29.7 x 42 cm), either on drawing paper or canvas.
 - Works must not contain elements of SARA, violence, pornography, or things that are contrary to international norms.
 - Each image must be given a title and a short description (maximum 100 words) in English, explaining the concept or message to be conveyed through the image.
- d. Submission Process**
- Submissions can be made in digital form to facilitate participation from various countries. Participants are requested to submit scans or high-quality photos of physical images through the online registration platform provided by the committee.
 - If physical submission is required (e.g. for exhibition or final judging), participants will be given specific instructions regarding international delivery and destination addresses.
 - Deadline for submission of works: November 15, 2024, according to international time zones (GMT).
- e. Judging and Jury Panel**
- Judging will be conducted by an international jury panel consisting of artists, educators, representatives of inclusive organizations, and experts from various countries.
 - Jurors must have expertise in art, inclusive education, or inclusive sports.
 - Judging is based on the same criteria (appropriateness to the theme, creativity and originality, composition and layout, technique and skill, use of color, and emotion and visual impact).
 - The jury's decision is final and cannot be contested.
- f. Winner Announcement**
- The announcement of the winners will be made on December 3, 2024 via the organizer's official website and social media.
 - The names of the winners will be announced in various major languages (such as English, Spanish, Mandarin, French, etc.) to ensure broad understanding.
 - Winners will be contacted directly via email and the contact provided during registration.
- g. Competition Prizes**
- Attractive prizes are provided for winners from each category, including cash prizes (in USD or equivalent currency), award certificates.
 - All participants will receive an e-certificate of participation as a token of appreciation for their participation.
- h. Copyright and Publication**
- The copyright of the work remains the property of the participants. However, the organizer has the right to use the participant's work for publication and promotion purposes of the competition by still including credit to the creator of the work.
 - The winning work and several selected works will be exhibited virtually through an online gallery.

- i. Additional Terms
 - All participants must comply with the competition rules and regulations that apply internationally.
- j. Registration and Contact Information
 - Registration is done online via <https://forms.gle/43uj6ZKYiPqJKGb99>.
 - Further information, including technical guidelines for submitting work, will be provided in English.
4. Rubric
 - Suitability to Theme (25%)
 - The work clearly illustrates the interpretation of the theme “Breaking Barriers, Embracing Possibilities: Inclusive Sports for All”.
 - Describes elements of inclusivity and diversity in the context of sports.
 - Demonstrates efforts to promote positive messages about acceptance and participation for all children.
 - Creativity and Originality (20%)
 - The work shows unique and innovative ideas, not imitating or copying other images.
 - Use of rich and creative imagination in conveying the theme message.
 - Ability to visualize the concept of inclusivity in an interesting and unusual way.
 - Composition and Layout (15%)
 - Harmonious and balanced arrangement of image elements.
 - Effective use of space, both through the arrangement of objects, lines, and colors.
 - The image has a clear and easy-to-understand main focus.
 - Technique and Skill (20%)
 - Quality of drawing technique, such as use of lines, shapes, textures, and shadows.
 - Effective use of media (crayons, colored pencils, watercolors, or others).
 - Control and application of techniques appropriate to the age and ability of the participants.
 - Use of Color (10%)
 - Selection of appropriate colors to convey messages and themes.
 - Use of color contrast to attract attention and add visual depth.
 - Appropriateness of color to the emotion or concept to be conveyed in the image.
 - Emotion and Visual Impact (10%)
 - The work is able to convey a strong emotion or message about inclusivity in sports.
 - The image has visual appeal that provokes a reaction or emotional response from the audience.
 - The overall impression of the image can inspire or make people think about the importance of inclusion.
 - Additional Points for Special Categories (5%)
 - Additional points will be awarded for works that demonstrate extraordinary innovation or deep interpretation of the theme.
 - Use of local cultural elements or depiction of inclusive conditions in the child's environment.

- This indicator will help the judges in assessing the work objectively and considering various aspects that are important in depicting the theme of the competition.

20. LEARNING MEDIA COMPETITION

A. Theme

"Transforming Education: The Power of Learning Media "

B. Background

This theme invites participants to showcase innovative approaches to education through the use of creative and technological learning media. Reflecting the evolving landscape of 21st-century education, participants are encouraged to demonstrate how they can enhance learning experiences and inspire student engagement in a dynamic, media-rich environment. By integrating diverse media tools and techniques, participants will illustrate the transformative power of learning media in making education more interactive, accessible, and impactful.

C. Competition Details

The Gayatama 2024 Learning Media Competition is an event designed for undergraduate education students across Indonesia to showcase their skills in developing and using educational media. With the theme **"Transforming Education: The Power of Learning Media"** participants are encouraged to integrate modern media tools and technology into their educational projects to create engaging and impactful learning experiences.

D. Terms and Conditions

1. Participant

- Open to students in the field of education from any institution or organization.
- Participants must be registered and confirmed before the competition date.
- Participants must complete the online registration
- Participants are expected to exhibit professional behavior throughout the competition.
- Any form of misconduct, including plagiarism or disruptive behavior, will result in disqualification.

2. Content

- Topics should be relevant to current trends in learning media, innovative media applications, or any other aspect related to the use of media in education.
- All learning media content must be original and created specifically for the competition.
- The use of multimedia, visual aids, and technology is highly encouraged to enhance the presentation and demonstrate the power of learning media.
- Content should be clearly structured, including an introduction, main content, and conclusion.
- All media and materials must be original. Participants must avoid using copyrighted materials without permission.
- Proper citations should be provided for any external sources or media used.

3. Submission

- Name the learning media file using the following format:
[UniversityName][ParticipantName][LessonTopic] Example:
UNESA_JohnDoe_FractionsInMathematics

- Ensure the video link is set to allow viewing access by anyone with the link. Private or restricted links may lead to disqualification if the judges are unable to access the video.

E. Rubric

1. Selection

The evaluation process during the selection stage includes:

- The evaluation is conducted by judges appointed by the organizing committee.
- The judges' decisions are final and cannot be contested.
- The assessment aspects and scoring weights are based on the following criteria:

Criteria	Description	Points
Content Mastery	Depth of knowledge and understanding of the learning Media topic.	20
Media Integration	Effectiveness and creativity in using media tools and resources.	20
Engagement	Ability to engage and maintain the audience's interest through media.	20
Communication Skills	Clarity, articulation, and confidence in using media to deliver content.	20
Creativity in Media Use	Innovative and effective use of multimedia, visual aids, and technology.	20
		100

2. Judging Criteria

Participants will be evaluated based on the following criteria:

- Content Mastery:** Evaluate the depth of knowledge and understanding the participant demonstrates about the topic, as well as their ability to integrate relevant learning media effectively.
- Media Integration:** Assess the effectiveness and appropriateness of the learning media used. Consider whether the media enhances the understanding of the content and is suitable for the intended audience.
- Engagement:** Judge the participant's ability to engage and maintain the interest of the audience through the use of interactive media and tools. Look for elements that encourage audience interaction and participation.
- Communication Skills:** Evaluate the clarity, articulation, and confidence of the participant, including their ability to use media to explain concepts clearly and respond to questions effectively.
- Creativity in Media Use:** Assess the creativity in selecting and utilizing various media, such as visual aids, multimedia, and digital tools, to enhance the learning experience.

F. Time Line

1. Participants must complete the registration process through the official Gayatama 2024 webpage by filling out the registration form.

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- Registration Link:
https://bit.ly/gayatama2024_learningmedia
- Alternatively, you can scan the QR code below to access the registration form directly:



2. Each participant must fill out a registration form that includes personal information and supporting documents such as a student ID card.
3. Learning Media Requirements:
 - a. Format: The Learning Media can use video, PPT, Image, etc. (if application, must screenshot all pages and combine in pdf)
4. Name the video file using the following format:
 - a. [UniversityName][ParticipantName][LessonTopic]
 - b. Example: UNESA_JohnDoe_FractionsInMathematics

G. Announcement

- a. After uploading learning media file, it will be assessed by expert judges who are competent and knowledgeable in the topic chosen by the participants.
- b. From all submitted learning media, Winners will be determined based on a combination of the judges' scores.
- c. Awards
 - 1st Place: Certificate and prize for development.
 - 2nd Place: Certificate and cash prize for development.
 - 3rd Place: Certificate and cash prize for development.
 - All finalists will receive an e-certificate of appreciation.

H. Contact Person


Hirnanda Pradana :

✉[hirnandapradana@unesa.ac.id]

[+6285732745279]

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER – NOVEMBER 2024

I. Poster



**LEARNING MEDIA
COMPETITION**

**CERTIFICATE
+
PRIZE MONEY**

The Gayatama 2024 Creative Learning Media Competition: A platform for future educators to exhibit their creativity and effectiveness in using various media to create impactful and engaging lessons.

Registration Details

1. Open to undergraduate students majoring in education;
2. Team participation only (3-5 Person). Each participant (team) is only allowed to submit one entry;
3. The language used must be in English;
4. Describe media in max 5 pages ;
5. Upload the media and description to the provided link/QR code.

FREE! Registration Opens
4th September - 20th October 2024

Organized by: **GAYATAMA 4**

REGISTER NOW
https://bit.ly/gayatama2024_learningmedia

Contact Person:
[hirnandapradana@unesa.ac.id]
[+6285732745279]

21. MICROTEACHING COMPETITION

A. Theme

"Innovative Teaching for the Future: Enhancing Education through Creativity and Technology"

B. Background

This theme encourages participants to demonstrate their innovative teaching methods that integrate creativity and technology, reflecting the evolving landscape of education in the 21st century. Participants are invited to showcase how they can inspire and engage students in a dynamic, tech-driven learning environment.

C. Competition Details

The Gayatama 2024 Microteaching Competition is an event designed for undergraduate education students across Indonesia to showcase their teaching skills. With the theme ***"Innovative Teaching for the Future: Enhancing Education through Creativity and Technology,"*** participants are encouraged to integrate modern teaching methods and technology into their lessons.

D. Terms and Conditions

1. Participant

- a. Open to students in the field of education from any institution or organization.
- b. Participants must be registered and confirmed before the competition date.
- c. Participants must complete the online registration
- d. Participants are expected to exhibit professional behavior throughout the competition.
- e. Any form of misconduct, including plagiarism or disruptive behavior, will result in disqualification.

2. Content

- a. Topics should be relevant to current educational practices, innovative teaching methods, or any other aspect of education.
- b. All content must be original and created specifically for the competition.
- c. Presentations must be 15 minutes in length.
- d. Use of multimedia, visual aids, and technology is encouraged to enhance the presentation.
- e. Content should be structured clearly, including an introduction, main content, and conclusion.
- f. All content must be original. Participants must avoid using copyrighted materials without permission.
- g. Proper citations should be provided for any external sources used.

3. Submission

- a. Format video must be in MP4 or MOV format to ensure compatibility with most devices.
- b. Name the video file using the following format:
[UniversityName][ParticipantName][LessonTopic]Example:
UNESA_JohnDoe_FractionsInMathematics

- c. Ensure the video link is set to allow viewing access by anyone with the link. Private or restricted links may lead to disqualification if the judges are unable to access the video.

E. Rubric

1. Selection

The evaluation process during the selection stage includes:

- The evaluation is conducted by judges appointed by the organizing committee.
- The judges' decisions are final and cannot be contested.
- The assessment aspects and scoring weights are based on the following criteria:


Criteria	Description	Points
Content Mastery	Depth of knowledge and understanding of the learning Media topic.	20
Teaching Methodology	Effectiveness and appropriateness of teaching strategies and methods used.	20
Engagement	Ability to engage and maintain the interest of the audience throughout the session.	20
Communication Skills	Clarity, articulation, and confidence in delivering the lesson.	15
Use of Teaching Aids	Effective and creative use of educational resources and technology.	15
Time Management	Efficient organization and pacing of the lesson within the allocated time frame.	10
		100

2. Judging Criteria

Participants will be evaluated based on the following criteria:

- a. Content Mastery: Evaluate the depth of knowledge and understanding the presenter demonstrates about the lesson topic.
- b. Teaching Methodology: Assess the effectiveness and appropriateness of the teaching strategies and methods used. Consider whether the methods are suitable for the content and audience.
- c. Engagement: Judge the presenter's ability to engage and maintain the interest of the audience throughout the session. Look for interactive elements and audience participation.
- d. Communication Skills: Evaluate the clarity, articulation, and confidence of the presenter.
- e. This includes their ability to explain concepts clearly and respond to questions effectively.
- f. Use of Teaching Aids: Assess the effectiveness and creativity in using educational resources and technology. This includes visual aids, multimedia, and other tools that enhance learning.
- g. Time Management: Evaluate how well the presenter organizes and paces the lesson within the allotted time. Consider whether they cover all necessary points without rushing or dragging.

F. Time Line

- a) Participants must complete the registration process through the official Gayatama 2024 webpage by filling out the registration form.
 - Registration Link: https://bit.ly/MicroteachingCompetition_Gayatama2024
 - Alternatively, you can scan the QR code below to access the registration form directly:
- 
- b) Each participant must fill out a registration form that includes personal information and supporting documents such as a student ID card.
 - c) Video Requirements:
 - a. Format: The video must be in MP4 or MOV format to ensure compatibility with most devices.
 - b. Duration: The video should not exceed 15 minutes in length. Participants are advised to practice time management to cover all necessary content within this timeframe.
 - c. Resolution: Ensure that the video is recorded in a high enough resolution (e.g., 720p or 1080p) so that it is clear and all visuals are easily visible.
 - d. Audio Quality: Make sure the audio is clear and easily understandable, with minimal background noise.
 - d) Name the video file using the following format:
[UniversityName][ParticipantName][LessonTopic]
Example: UNESA_JohnDoe_FractionsInMathematics
 - e) Ensure the video link is set to allow viewing access by anyone with the link. Private or restricted links may lead to disqualification if the judges are unable to access the video.

G. Announcement

- a. After uploading learning media file, it will be assessed by expert judges who are competent and knowledgeable in the topic chosen by the participants.
- b. From all submitted learning media, Winners will be determined based on a combination of the judges' scores.
- c. Awards
 - 1st Place: Certificate and prize for development.
 - 2nd Place: Certificate and cash prize for development.
 - 3rd Place: Certificate and cash prize for development.
 - All finalists will receive an e-certificate of appreciation.

G. Contact Person

Nadia Choirunnisa

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[+6282226425969]

H. Poster



MICROTEACHING COMPETITION

MEKKA BELAJAR Komunitas Merdeka

Showcase Your Teaching Skills!

CERTIFICATE + PRIZE MONEY

The Gayatama 2024 Microteaching Competition is a simulated classroom event for aspiring educators to showcase their teaching abilities, with evaluations focusing on lesson delivery, engagement, and creativity.

Registration Opens
4th September-20th October 2024

REGISTER NOW
bit.ly/MicroteachingCompetition_Gayatama2024

Registration Details

1. Open to undergraduate students majoring in education;
2. Individual participation only. Each participant (individuals) is only allowed to submit one entry;
3. The language used must be in English;
4. Lesson Duration 15 minutes;
5. Upload the video to the provided link/QR code in Mp4 file format.

Organized by: **GAYATAMA**

Contact Person:
[nadiachoirunnisa@unesa.ac.id]
[+6282226425969]

22. INTERNATIONAL POSTER COMPETITION

A. Theme

"Sports Medicine improves life, health, and well-being in sedentary people and sports enthusiasts."

B. Terms and Conditions

Information on how to enter the GAYATAMA MEDICAL & HEALTH POSTER COMPETITION 2024 is included in the Terms and Conditions below.

1. Entry is open to undergraduate students who are currently enrolled in Universities in Indonesia and overseas
2. All participating members of a team must be from the same university and at least there are 1 student from the medical faculty or health & sciences faculty
3. There is no entry fee for the competition
4. For any concerns or queries please email s1fisioterapi@unesa.ac.id
5. This competition opens on 4 September 2024. Submissions close on 15 October 2024 (5 pm GMT+7). More information will be provided on the link <https://bit.ly/unesamedicalposter>
6. Only one entry is allowed per team. Each team must contain 2-3 students from the same university and at least there are 1 student from medical faculty or health & sciences faculty.
7. By entering the competition, you declare that the submitted work is entirely your own. The GAYATAMA will immediately disqualify any work suspected of being plagiarised or suspected to be subject to academic misconduct
8. Poster submissions must be in A2 size. Artwork can be in the form of drawings, paintings, photos, text, or a combination. AI-generated images are not allowed and all work must be your own creation. Please upload a high-quality scanned copy of your poster, or digital copy in PDF, JPG or JPEG format. Files must be less than 8 MB
9. By entering the competition, you declare that all information provided is correct and not misleading, and you meet the eligibility requirements to participate in this competition.
10. The GAYATAMA reserves the right to withdraw applications at any stage for any reason determined appropriate by the GAYATAMA Medical & Health Poster Competition.
11. Incomprehensible and incomplete entries will be deemed invalid
12. The GAYATAMA accepts no responsibility for any late, lost or misdirected entries including delays in the completion of tasks due to technical disruptions, network congestion or for any other reason
13. The GAYATAMA judge's decision is final and will not enter into correspondence regarding the competition result or winning entries.
14. Link to collection of works <https://bit.ly/Submissionmedicalposter>

C. Provision

1. Teams of 2-3 people from undergraduate students and currently enrolled in the same Universities and at least there are 1 student from the medical faculty or health & sciences faculty
2. All teams must complete the registration form for the competition when submitting their entry and provide supporting documentation. Registration and participation is free.
3. GAYATAMA UNESA must receive your team's completed registration form and submission by **5 pm** (GMT+7 Jakarta, Indonesia) on **Tuesday 15 October 2024**. No late submissions will be considered.

4. All submissions will be reviewed and assessed by the judging panel consisting of Universitas Negeri Surabaya academics and career professionals. The judging panel will check submissions for academic accuracy, and will shortlist submissions to be exhibited.
5. The shortlisted submissions will present their poster in front of judges via zoom meeting
6. The shortlisted submissions that have presented their poster on 25 October, will be opened for voting. Individuals will only be able to cast one vote for this competition.
7. The voting period will be held on 26-28 October 2024.
8. The final number of votes for each exhibited submission will then be announced on the competition webpage.
9. The top three will be awarded a prize. Each selected team member will receive a finalist certificate.
10. Each member of a participating team will receive a certificate of participation for submitting an entry into this competition.

D. Rubric

The selection and evaluation of poster works is carried out boldly by the judges. The nature and content of work must take into account the following requirements:

- Creative and Objective: posters contain creative ideas that offer a solution to sports medicine problems, needs or challenges for both sedentary people or sports enthusiasts.
- Logical and systematic: ideas for thoughts are designed systematically and coherently and contain elements of problem identification, synthesis, ideas, benefits, conclusions, and suggestions.
- Ideas are supported by library references or other sources of information.

E. Time Line

- a. 4 September 2024 – Competition opens
- b. 15 October 2024 – Submissions close (5 pm GMT+7)
- c. 20 October 2024 – Shortlisted entries will be notified via email (20 best team)
- d. 25 October 2024 – The Best 20 team presented their posters in front of the jury and exhibited on our Instagram account for public voting
- e. Winning team will be announced on the closing ceremony of GAYATAMA

F. Announcement

2. 1st prize: coaching money and certificate
3. 2nd prize: coaching money and certificate
4. 3rd prize: coaching money and certificate

All participants will receive a certificate of participation from The GAYATAMA UNESA.

H. Contact Person

Instagram: @fk.unesa

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER - NOVEMBER 2024

I. Poster

INTERNATIONAL POSTER COMPETITION
UNIVERSITAS NEGERI SURABAYA

-Theme-

Sports Medicine improves life, health, and well-being in sedentary people and sports enthusiasts

- Teams consist of 2-3 undergraduate student members
- Minimum 1 student from the Medical Faculty or Health & Sciences Faculty
- Posters contain creative ideas and offer solutions to sports medicine problems

JOIN NOW FREE

MORE INFO >> bit.ly/unesamedicalposter

Submission deadline	Poster presentation	Public Voting	Winner Announcement
15 Oct	25 Oct	26-28 Oct	Closing ceremony

@fk.unesa @diesnatalisfkunesa @mawal_unesa

23. MEDICAL VIDEO INNOVATION BATTLE EVENT “MEDIVIBE”

A. Theme

“Family Fitness: Encouraging Active Lifestyles Together”

B. Description

Encourage families to exercise together to build support and create healthier habits for everyone.

C. Terms and Conditions

a. Participant Requirements

1. Participants must be active minimum first-semester undergraduate or diploma students (not transferred students) at a university, as proven by their Student ID Card.
2. The team can consist of 2- 4 people (maximum four people, three undergraduate or diploma students and 1 lecturer as supervisor) and are registered at the same University and there is at least one student from the faculty of medicine or faculty of health sciences.

b. Video Content

1. The video must be created as a public service announcement (PSA) based on the theme set by the MEDIVIBE committee.
2. References used to create your video should provide the most up-to-date, correct, and peer-reviewed information.
3. We want these videos to be accessible to everyone, so English subtitles must be inserted in the submitted videos.
4. Only one video per team may be submitted. However, one lecturer can participate in different videos with different teams.
5. The video must contain an intro and credit screens. All videos must not be over 3 minutes long (from the intro to the credit screens).
6. All information presented in the video must be cited, crediting the original source. Plagiarism of any kind will result in disqualification. Video content must not promote illegal behaviors, support racial/religious/ sexual or other discriminatory prejudice, advocate sexual or violent exploitation, violate rights established by law or agreement, or invade the privacy of any person.
7. A statement of originality signed by the participant for each video submitted will be required at the time of video submission. If there is a violation of originality in the video collected, the committee has the right to disqualify the participants.
8. The video must adhere to the following format specifications:
 - a. The video format must be .mp4 and recorded in landscape form with a minimum resolution of 720p (1080p recommended).
 - b. Must include the Gayatama, Merpati Faculty of Medicine UNESA, and each participant's university logos.
9. The video must be uploaded to each participant’s Google Drive in .mp4 format with the following file name format: Name_Participant’s Uni_Title_MEDIVIBE1
10. Submit your video link through this link: unesa.me/MEDIVIBE1submission

c. Copyright Information

1. Participants should keep at least one copy of their video. The organizer is not responsible for any videos that are lost, damaged, or that do not upload correctly.
2. Ownership of the video’s underlying intellectual property remains with the video’s authors.
3. Participants grant MEDIVIBE the right to use their names, photographs, statements, quotes, testimonials, and video submissions for advertising, publicity, and promotional purposes without notification or further compensation.
4. Participants also grant MEDIVIBE the right to use, reproduce, reprint, distribute, perform, and/or display the entrant’s submitted video without further compensation or notification to the entrant.
5. MEDIVIBE maintains the right to reproduce, reprint, distribute, perform, display, or exhibit the project for advertising, publicity, and promotional purposes on its website, at conferences, or other venues.
6. By accepting the prizes, winners agree to hold MEDIVIBE and all MEDIVIBE organizing committee/members harmless against any claims and liability arising from using such prizes. The winner assumes all liability for any injury or damage caused by participation in the contest or use/redemption of any prize.
7. Participants agree to be bound by the judge’s official contest rules and decisions.

D. Rubric

1. The judging panel, which consists of Universitas Negeri Surabaya academics and career professionals, will review and assess all submissions.
2. The judging panel will check submissions for academic accuracy and shortlist submissions to be exhibited.
3. They will score the videos according to the following criteria: scientific content, artistic quality/aesthetics, technical quality, and creativity/originality.
4. Accuracy is crucial in video judging. If the finalist's video has errors, it may need to be corrected before it's uploaded to MEDIVIBE social media. We might request the original video file for review.
5. The top 10 videos that make it to the final stage will be available for online voting on YouTube and/or Instagram.
6. Finalists will have the opportunity to present their videos to the judges during an online session.
7. Participants who advance to the next round will be announced on the Faculty of Medicine website (<https://fk.unesa.ac.id/>)
8. The announcement will be made along with other competitions in November 2024. Results can be viewed at <http://simawa.unesa.ac.id>

The videos will be given marks according to the following criteria:

No	Criteria	Points
1	Scientific content	40%
2	Video structure	20%
3	Creativity (originality)	20%
4	Quality of production	10%
5	Online Votting	10%

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
 SEPTEMBER – NOVEMBER 2024

E. Time line

1	Registration	September 4 – 18, 2024
2	Submission	September 11 – October 4, 2024
3	Judging	October 7 – 9, 2024
4	Finalist Announcement	October 11, 2024
5	Online Voting	October 14 – 18, 2024
6	Video Presentation	October 19, 2024
7	Winner Announcement	November

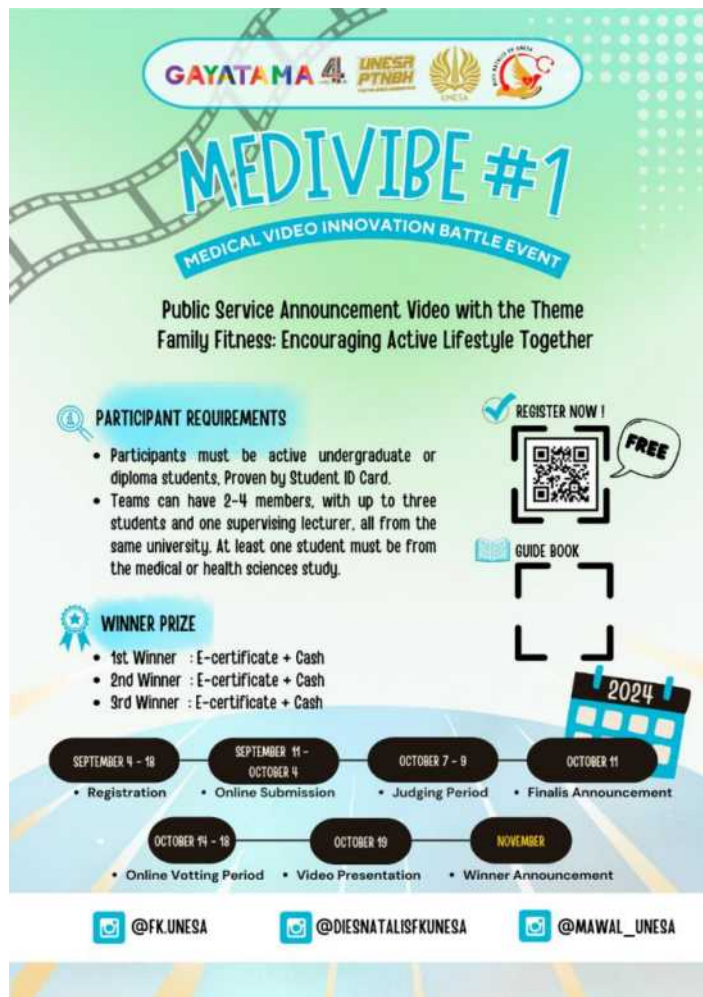
F. Announcement

- 1st Winner : E-certificate + Cash
- 2nd Winner : E-certificate + Cash
- 3rd Winner : E-certificate + Cash

G. Contact Person

Instagram : @fk.unesa

H. Poster



24. 3 MINUTES SPEECH COMPETITION

A. Theme

“Youth Mental Health: Navigating Challenges In The 21st Century”

B. Description

The "3 Minutes Speech" competition aims to develop communication skills and the ability to convey ideas among university students in ASEAN. Participants are expected to deliver their arguments or ideas clearly, concisely, and effectively within a limited time. Through this competition, participants can enhance their public speaking skills, critical thinking, and the ability to build solid arguments, all of which are crucial for their professional future.

C. Target Participants

The target participants for this competition are active university students from all ASEAN countries (both public and private institutions) who wish to sharpen their public communication skills, share innovative ideas, and expand their knowledge on various contemporary issues related to the digital era.

D. Terms and Conditions

- Participants must be active university students from public or private institutions across ASEAN, verified by a Student Identification Card (ID).
 - Participation is individual.
 - Each participant must submit one (1) speech video with a duration of 3 minutes in line with the given theme.
 - Evaluation will be conducted by a panel of judges based on predetermined criteria, including content, delivery, timing, creativity, and audience engagement.
 - The speech material must be original and not previously published or submitted in any other competition.
 - The speech content must not contain elements of ethnicity, religion, race, inter-group relations (SARA), pornography, or any content that violates the law.
 - Each participant must complete the registration form through the provided link: <https://unesa.me/regform3minutes24>
 - Participants must understand and agree to all the competition terms.
 - The judges' decisions are final and cannot be contested.
1. Registration Mechanism
 - Registration is done online.
 - The competition is free of charge.
 - Participants must fill in their personal information and upload required documents, such as a Student Identification Card (ID) or Enrollment Certificate, to the registration form provided here: <https://unesa.me/regform3minutes24>
 - The registration deadline is on [Date] at [Time] (GMT+7).
 - Registered participants must join the WhatsApp group using the link provided in the registration form.
 2. Submission Requirements
 - The speech video must have an exact duration of 3 minutes and must not exceed the time limit.
 - The video must be uploaded to the platform specified by the organizers.
 - Allowed video format: MP4 with a minimum resolution of 720p.
 - The video should start with a brief introduction (maximum 15 seconds) stating the participant's name and institution.

E. Rubric

1. Judging Criteria

- **Content (40%):** Relevance to the theme, originality of ideas, and strength of arguments.

- **Delivery (30%):** Clarity, intonation, and communication style.
 - **Timing (10%):** Speech is delivered within the allotted time (3 minutes).
 - **Creativity (10%):** Use of techniques or additional elements that enhance the speech's appeal.
 - **Audience Engagement (10%):** Ability to capture and maintain the audience's attention.
2. Judging and Announcement Mechanism
- The evaluation will be conducted by a panel of judges, consisting of experts in communication and public speaking.
 - Scores will be awarded based on the judging criteria, and the cumulative results will determine the winners.
 - Finalists will be announced via [platform to be specified].
 - Winners will be announced on [Date] after the Q&A session with the finalists.

F. Time line

No	Activity	Date
1	Registration and Submission	4 th September – 14 st November 2024
2	Video Assessment	15 th November – 29 th November 2024
3	Final Announcement and Closing Ceremony	30 th November 2024

G. Announcement

Place	Prize
1st	Coaching Money, e-Certificate, Merchandise
2nd	Coaching Money, e-Certificate, Merchandise
3rd	Coaching Money, e-Certificate, Merchandise
4th	e-Certificate
5th	e-Certificate

H. Contact Person

For further information, participants can contact:

- Name: Qurrota Ayuni Fitriana
- Email: qurrotafitriana@unesa.ac.id
- WhatsApp: wa.me/+6283834109828

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
 SEPTEMBER – NOVEMBER 2024

I. Poster

3 MINUTES SPEECH COMPETITION
 Youth Mental Health: Navigating Challenges in the 21st Century

REGISTRATION REQUIREMENTS

- Participants must be active university students from public or private institutions across ASEAN, verified by a Student Identification Card (ID).
- Participation is individual.
- Each participant must submit one (1) speech video with a duration of 3 minutes in line with the given theme.
- Each participant must complete the registration form through the provided link: <https://unesa.me/regform3minutes24>
- The speech video must have an exact duration of 3 minutes and must not exceed the time limit.
- The video must be uploaded to the platform specified by the organizers.
- Allowed video format: MP4 with a minimum resolution of 720p.
- The video should start with a brief introduction (maximum 15 seconds) stating the participant's name and institution.

WINNER PRIZE

Coaching Money, e-Certificate, and Merchandise	1st-3rd
Coaching Money and e-Certificate	4th & 5th

TIME LINE

- REGISTRATION AND SUBMISSION: 4th September - 14th November 2024
- VIDEO ASSESSMENT: 15th November - 29th November 2024
- FINAL ANNOUNCEMENT AND CLOSING CEREMONY: 30th November 2024

Qurrota Ayuni Fitriana |
 qurrotafitriana@unesa.ac.id |
 wa.me/+6285834109828

25. WEB DESAIN INTERNATIONAL COMPETITION

A. Theme

"Empowering Interaction: Building the Future of Web Engagement"

B. Background

Web design is the process of designing and organizing the layout, aesthetics, and functionality of a website to provide an optimal user experience. In web design, visual elements such as color, typography, images, and layout are combined with technical elements like navigation and interactivity to create a website that is not only visually appealing but also user-friendly. Good web design takes into account responsiveness (the ability of the website to adapt to different devices), accessibility, and compatibility with various browsers and platforms.

The theme "Empowering Interaction: Building the Future of Web Engagement" invites you to design websites that actively engage users through innovative interactive features. Your challenge is to create dynamic, responsive experiences that encourage meaningful user interaction. Think ahead and incorporate cutting-edge techniques to set new standards for engaging web design.

C. Competition MECHANISM

1. Website Design

Submission Format:

- All source code files related to the web design (HTML, CSS, JavaScript, and other related files) must be included.
- The files should be organized in a folder named "TeamName_WebDesign".
- This folder should be uploaded to GitHub, and the repository link must be submitted to the form.

Submission Instructions:

- Create a GitHub repository and name it following this format: TeamName_WebDesign.
- Upload all source code files into the repository.
- Ensure the repository is publicly accessible or share the access with the competition organizers.
- Submit the GitHub repository link through the submission system provided by the competition organizers.

2. Project Documentation

Submission Format:

- Documentation should include:
 - Cover
 - Table of Contents
 - Introduction
 - Design Exploration (e.g., philosophy, color theory, design references, etc.)
 - Explanation of design concepts, main features, and how the website works
- Maximum of 15 pages
- File format should be PDF with a maximum size of 8 MB.

Submission Instructions:

- Save the documentation in PDF format.

- Name the file with the format TeamName_Documentation.pdf.
 - Upload the PDF file through the submission system provided by the competition organizers.
3. Demo Video
- Submission Format:
- The video must explain the features and advantages of the design.
 - Minimum video resolution of 720px.
 - Maximum duration of 3 minutes.
 - Upload the video to YouTube with public settings.
- Submission Instructions:
- After uploading the video, copy the video URL.
 - Include the video URL in the competition registration form.
 - Name the video with the format Team Name - University Name - GAYATAMA WEB DESIGN COMPETITION 2024 and ensure the video is accessible without restrictions.
4. Demo Link
- Submission Format:
- The website must be hosted online as a mandatory requirement for the competition.
- Submission Instructions:
- Copy the demo link from the hosted website.
 - Include the link in the competition registration form.

D. Terms and Conditions

Participant Requirements

- Participants must be active students, either pursuing a bachelor's degree (S1) or a diploma (D3/D4) at any public, private, or international university.
- Participants are required to provide proof of student status, such as a Student ID Card. If lost, it can be replaced with an alternative identification, such as an ID card or a letter of active student status from the institution.
- Participants must form a team consisting of up to 3 (three) members from the same higher education institution. Participants can come from any faculty.
- Participants may only register in one team, either as the team leader or a member.
- Participants must follow the registration process through the form provided in the event flyer, including submitting a valid email and contact number.
- Participants must comply with the procedures and rules set by the GAYATAMA 2024 organizing committee.
- Finalist participants are required to attend the GAYATAMA 2024 Closing Ceremony.

Registration Requirements

- Participants can register from September **4th to October 11th, 2024** at <https://unesa.me/WebGayatama2024>
- Participants are required to fill in the personal data of the team leader and members in the registration form.
- Participants must submit the following registration documents:
 - **Website design:** A file containing all source code of the web design (HTML, CSS, JavaScript, and related files), compressed in .zip or .rar format.
 - **Project documentation:** A document explaining the design concept, key features, and functionality of the website, up to 15 pages. The file format must be PDF with a maximum size of 8 MB.

- **Demo video:** A short video demonstrating the features and strengths of the design, with a maximum duration of 5 minutes. The demo video should be uploaded to a YouTube channel.
 - **Demo link (optional):** If the website is hosted online, include a demo link for direct access and testing.
 - The competition is free of charge (NO FEES).
- Work Submission Requirements
- The technique for creating the website design is open to all.
 - The web design must follow the theme of interactive design.
 - The website design should be original, creative, and innovative.
 - The submitted design must not have won or participated in similar competitions on a local, regional, national, or international scale. Violation of this rule will result in disqualification.
 - The content of the web design must not include copyrighted elements or materials such as logos, photos, graphics, or trademarks.
 - The content must not contain elements of pornography or ethnic, religious, racial, or intergroup intolerance.
 - Key aspects to consider when creating the web design:
 - Objectives and target audience.
 - User Experience (UX).
 - Visual Design (User Interface or UI).
 - Content Quality.
 - Interactivity.
 - Accessibility.
 - Analytics and Reporting.
 - Implementation of web design for desktop display.
 - Consistency and adherence to current design trends.

E. Rubric

EVENT MECHANISM

A. Preliminary Round Mechanism

- The preliminary round will be conducted privately by the judges.
- Participants must submit their documents via the provided link form.
- Document submission period: September 4 – October 11, 2024.
- Documents must be uploaded by October 11, 2024, at 11:59 PM (GMT+7) at the latest.
- Participants who advance to the next round will be announced on October 26, 2024, via the Team Leader's email.

Selection Stage

- This stage is conducted privately by the judges based on the submitted website. Evaluation is done without presentation, focusing on the quality of design and functionality of the website.

Criteria	Description	Maximum Score
Visual Design	Attractive and consistent layout, harmonious color usage, appropriate typography, and overall aesthetics. Does the design match the theme?	25

Criteria	Description	Maximum Score
User Experience (UX)	Ease of use, intuitive navigation, and pleasant user experience. Is the site accessible on various devices?	25
Interactivity	Does the website include interactive elements that are useful for users?	20
Functionality	Performance of website features, such as forms, links, and navigation. Do all functions work well and error-free?	20
Content Relevance to Theme	How well does the content align with the chosen theme? How is the theme applied in design and content?	10

B. Final Round Mechanism

- The final round will be held online.
- The final round will take place on November 9, 2024, using the Zoom Meeting platform with the following conditions:
 - Participants are required to have their cameras on.
 - During the final round, participants will be asked to present their web design.
 - The presentation should be done using a PowerPoint prepared by the participants.
 - Participants will have 10 minutes for the presentation, followed by a 15-minute Q&A session with the judges.
 - All team members must participate in the presentation process.
 - The presentation order will be determined by the organizers and announced on the final day in a random system.
 - The decisions of the Jury Board are final and cannot be contested.
 - Any instances of cheating will result in immediate disqualification.

Final Stage

1. Selection Stage Assessment (Weight 30%)
2. Presentation Assessment (Weight 45%)
3. Design Justification (Weight 25%)

F. Time line

- Registration & submission of work : September 4 – October 11, 2024
- Preliminary selection process : October 12 – 24, 2024
- Advancement announcement : October 25, 2024
- Final round : November 7, 2024

G. Announcement

H. Contact Person

monicacinthya@unesa.ac.id (Monica) via Email

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER - NOVEMBER 2024

I. Poster

GAYATAMA 4

WEB DESIGN INTERNATIONAL COMPETITION

"Empowering Interaction: Building the Future of Web Engagement"

September 4 – October 11, 2024 October 12 - 24, 2024 October 25, 2024 November 7, 2024

Registration & submission of work Preliminary selection process Advancement Announcement Final round

Participant & Registration Requirement

- Participants must be active students pursuing a bachelor's (S1) or diploma (D3/D4) degree at any university worldwide.
- Participants can register at <https://unesa.me/WebGayatama2024>
- Participants must form a team consisting of up to 3 (three) members from the same higher education institution. Participants can come from any faculty.
- The competition is **FREE** of charge (NO FEES).

Prize Pool
Millions of Rupiah + Certificate

Register here!
Contact us:
monicacinthya@unesa.ac.id

26. 3D DESIGN COMPETITION

A. Theme

“Eco-Innovation: Sustainable Design for a Better World”

B. Background

Eco-Innovation is essential in global efforts to confront environmental challenges such as climate change, biodiversity loss, and pollution. By developing greener and more sustainable solutions, *eco-innovation* helps maintain ecosystem balance, reduce the negative impact of human activities on the planet, and create new green economic opportunities. Technology and innovation will probably determine the future of humanity, and with the advent of new digital technologies will be one of the main driving forces of economic and social transformation.

Eco-Innovation is a term that refers to the development and application of products, processes, or technologies that aim to reduce environmental impact and improve sustainability. This includes innovations that focus on using natural resources efficiently, reducing emissions and waste, and supporting environmentally friendly practices. In facing this challenge, of course, it is an important role for all students in creating innovations in a three-dimensional concept.

The 3D *Eco-Innovation* concept is a three-dimensional design idea that integrates the principles of sustainability and environmental friendliness. In this concept, design elements are focused on creating products, buildings, or environments that minimize negative impacts on nature and support sustainable living practices. To express this creative idea and innovation, the State University of Surabaya held a Student Work and Achievement Title Activity (GAYATAMA 2024), where one of the competition branches included was ***3D Design Competition***.

C. Terms and Conditions

1. Participant Requirements

- a. Participants must be active students, either pursuing a bachelor's degree (S1) or a diploma (D3/D4) degree at any public, private, or international university.
- b. Participants are required to show proof in the form of *a scan of the* Student ID Card. If you lose your Student ID Card, it can be replaced with another alternative identification card such as a Resident Identity Card or an active student certificate from the institution.
- c. Each team consists of three students from the same university, who may come from different faculties or study programs.
- d. Participants are parties who have followed the registration mechanism on the *form* available on the flyer by including an email and a phone number that can be contacted.
- e. Participants are required to follow the procedures and regulations that have been determined by the GAYATAMA 2024 committee.

2. Creation Requirements

- a. 3D image designs are submitted in PDF format with a maximum file size of 5 MB.
- b. Animated videos are sent in MP4 format, with a maximum duration of 5 minutes and a maximum file size of 20 MB.
- c. 3D image designs and animated videos must display the Unesa logo.
- d. The design concept must align with the predetermined theme.
- e. The submitted works are the right of the committee.

3. Submission of Creation

- a. Animated image and video designs are submitted in the following format: NAME OF COLLEGE_TEAM NAME

- b. Peserta mengirimkan karya melalui *google form* dengan link:
<http://unesa.me/3DDesignCompetition2024>

D. Rubric

The aspects of the assessment carried out are as follows:

- a. The assessment is conducted by a jury appointed by the committee.
- b. The judges' decisions are final and cannot be contested.
- c. The assessment rubric for the selection stage is provided in the table below:

No	Indicator	Criteria	Assessment (Max Score)
1	Fit with the theme	1. Does not deviate from the set theme 2. Factual & exploratory	10
2	Originality	1. The ideas expressed are original 2. No element of plagiarism 3. Never published	20
3	Idea Concept Design	1. Provides significant benefits 2. Have good aesthetic value 3. Has good ergonomic value 4. Realistic (design can be realized) 5. Material selection strategy and component type	40
4	Animated Videos	1. Clarity of information 2. Attractive and innovative 3. Concept presentation techniques	30

Final Stage

- a. Assessment of the selection stage (weight 30%)
- b. Presentation assessment (weight 50%)
- c. Voting *like* Instagram (weight 20%)

E. Time Line

1. Registration and Submission of Creation : 04 September – 13 October 2024
(upload deadline until 23:59 WIB)
2. Selection Stage : October 14 – October 28, 2024
3. Finalist Announcement : October 28, 2024
4. Voting *like* Instagram : 28 Oktober – 08 November 2024
5. Final Presentation : 09 November 2024
6. Announcement of Winners : *the closing ceremony*

F. MECHANISM OF THE SELECTION STAGE

a. Selection Stage Mechanism

- a) The selection stage was carried out behind closed doors.
- b) The selection will start on October 14 – 28, 2024
- c) Participants who pass the selection will be contacted by the Committee on 28th October 2024, via contact (Mobile Number and E-mail) that has been filled out through the registration form

d) The announcement of the finalists will be published via Instagram
@kemawa_ftunesa

b. Final Stage Mechanism

- a) The final stage was carried out online through the *platform* that had been provided by the Committee.
- b) The online *meeting* link will be sent to all Finalists on D-3 of the Final event.
- c) The final implementation will be held on November 9, 2024.
- d) The provisions for online meetings are as follows:
- e) Participants are required to threaten.
 1. Participants are required to present the results of the work that has been made.
 2. The presentation media is not limited, according to the readiness of the participants.
 3. The time for the presentation of the work by the participants was 15 minutes and continued with a question and answer session with the Jury for 15 minutes.
 4. All team members are required to participate in the presentation process.
 5. The order of presentation is determined by the Committee and will be announced on the final day with a random system.
 6. The decision of the Jury is inviolable
 7. If there is cheating, the participant will be immediately disqualified.

G. Announcement

- 1st Place : Coaching Money and e-certificate 1st Place
- 2nd Place : Coaching Money and e-certificate 2nd Place
- 3rd Place : Coaching Money and e-certificate 3rd Place
- 1st Runner-up : e-certificate 1st Runner-up
- 2nd Runner-up : e-certificate 2nd Runner-up

(*all participants of the competition get an e-certificate)

H. Contact Person

- meitywulandari@unesa.ac.id (Meity) via e-mail
- All information can be viewed through the Instagram account **@kemawa_ftunesa**

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER – NOVEMBER 2024

I. Poster

UNESA PTNBN MERDEKA BELAJAR Kampus Merdeka

GAYATAMA 4

3D DESIGN COMPETITION

Eco-Innovation: Sustainable Design for a Better World

Selection Stage

Registration and Submission	Selection Stage	Top 10 Finalists Announcement	Final Presentation
September 4 th – October 13 th , 2024	October 14 th – October 28 th , 2024	October 28 th , 2024	November 09 th , 2024

Participant Requirement

- Participants must be active students, either pursuing a bachelor's degree (S1) or a diploma (D3/D4) degree at any university worldwide.
- Teams may include a maximum of 3 members, all from the same university.
- This competition is **FREE** of charge

Every Participant will receive an e-certificate

TOTAL PRIZES WORTH MILLIONS OF RUPIAH

Scan the QR code for the submission form

REGISTER HERE

Contact Person:
meitywulandari@unesa.ac.id

27. PSYCHOLOGY RESEARCH VISUALIZATION COMPETITION

A. Theme

“Promoting Mental Health Awareness in Southeast Asia”

B. Description

In today's rapidly evolving digital era, the ability to visualize research findings has become an essential skill for students. Transforming data and research results into visually appealing and easy-to-understand formats not only enhances the attractiveness of the research but also strengthens the impact of the message being conveyed. The "Research Visualization Competition" is designed to encourage students to develop their skills in presenting research creatively and effectively, making research findings more accessible and understandable to the broader public, and increasing awareness of the importance of research across various fields.

This competition also serves as a platform for students to showcase their expertise in integrating scientific knowledge with visual arts. By participating, students will have the opportunity to learn from and collaborate with peers, exchange ideas, and receive feedback from experts. This competition is a significant step towards building a generation of researchers who are not only proficient in data analysis but also excel in effective communication.

C. Activity Target

The target of the Psychology Research Visualization Competition is active students from state and private universities throughout ASEAN.

D. Terms and Conditions

- a) Participants are active students from state and private universities throughout ASEAN and proven by Student Identity Card (KTM) or Study Plan Card (KRS).
- b) Participants are in groups, with a minimum of 3 (three) students and a maximum of 4 (four) students from the same university. The same participant may be included in a maximum of two groups. All members must come from the same institution and may come from the same/different study programs.
- c) Participants have followed the UNESA Psychology Instagram account (@psikologiunesa).
- d) Participants must attach proof of KTM/KRS and proof of following the UNESA Psychology Instagram account on the registration form.
- e) The work registered is an original work that has never been published in any media, has never been and will not/is currently being included in other competitions/activities.
- f) The submitted work is prohibited from being published in journals, conferences/seminars/symposiums, or commercialized.
- g) Participants must submit an originality form when submitting the work.
- h) Participants must follow the entire series of events that have been scheduled by the organizer.
- i) Any form of cheating and plagiarism in this competition will be dealt with firmly. Consequences that may be given include, but are not limited to,

reduction of points, disqualification, and withdrawal of the winner of the competition after it is announced.

- j) Participants must understand and agree to all competition conditions.
- k) The jury's decision is final and cannot be contested.
- l) The competition is held online.

E. Timeline

Registration	: 1th October 2024 – 10th October 2024
Data Access and Poster Collection:	11th October 2024 – 25th October 2024
Selection Process	: 27th October 2024 – 10th November 2024
Announcement	: November 2024

F. Implementation

a) How to Register

1. Participants register and send registration attachments in the form of KTM/KRS via the following registration link: unesa.me/PRVC2024registration.
2. Participants MUST confirm their registration and confirm via email (unesa.rvc@gmail.com) with the following format:
 - Subject: Team Name_Registration Confirmation_University of Origin_University Province.
 - Content: I (Full Name of Member1), a representative of Team (Team Name). confirm that we have registered for RVC 2024 on Tuesday, October 10, 2024.
3. Participants who have filled out the registration form are required to join the WhatsApp group using the link listed on the form.

b) Terms of Submission of Works

1. Participants submit their work through the following submission link: unesa.me/PRVC2024submission
2. Participants MUST confirm submission of work via email (unesa.rvc@gmail.com) with the following format:
 - Subject: Team Name_Registration Confirmation_University of Origin_University Province.
 - Content: I (Full Name of Member1), a representative of Team (Team Name). confirm that we have submitted the RVC 2024 work on Tuesday, October X, 2024

c) General Instructions

1. a. Open the dataset and variable description documents provided by the committee and study each variable available in the dataset in full.
2. b. Determine a research question with a quantitative approach that can be answered using descriptive or inferential statistical analysis using the dataset.
3. c. Perform data analysis using a free data analysis program.
4. d. Present the results of your data analysis in an attractive and easy-to-understand poster format. The poster should contain at least: research

questions and hypotheses, types of statistical analysis used, analysis results, and interpretations.

5. e. Posters are made in portrait format, with a ratio of 9:16 and a minimum resolution of 720x1280px, complete with the identity of the participants and their higher education institutions, and saved in digital format.
6. f. Participants must include references to the datasets used and other citations (if any).
7. g. Posters submitted to the committee use PDF and PNG formats with the provisions for naming the poster Team Name_University Origin_University Province_Infographic Title.
8. h. Participants publish posters on personal or institutional accounts with the hashtags #PRVC2024, and #psikologiunesa
9. i. There are no specific provisions regarding color, font type, and font size. Consider that the poster will be displayed on digital media and may be viewed on various types of devices (laptops, tablets, mobile phones, etc.).

G. Rubric

There are several assessment components that are divided into several value categories. Briefly presented in the following table:

Components	<65	65-74	75-84	>84
Research questions (10%)	Research question/hypothesis is stated, but is too general; does not describe the research variables well.	The research hypothesis is stated , but is not completely accurate (e.g. there are errors in identifying and writing operational variables).	The research hypothesis is written down completely ; all variables can be identified, but the direction of the research is not clear	The research hypothesis is written completely and indicates the direction of the research .

<p>Methods (30%)</p>	<p>The selected variables are not appropriate for answering the research questions.</p> <p>Less appropriate types of descriptive and/or inferential statistical analysis.</p>	<p>The selected variables are appropriate for answering research questions.</p> <p>The type of descriptive and/or inferential statistical analysis used is appropriate, but there is some missing information so that readers cannot replicate the data analysis.</p>	<p>The selected variables are appropriate for answering research questions.</p> <p>The type of descriptive and/or inferential statistical analysis used is appropriate and accompanied by relevant assumption tests.</p> <p>There is some minor information that was not reported so that readers cannot replicate the data analysis based on the information presented.</p>	<p>The selected variables are appropriate for answering research questions.</p> <p>The type of descriptive and/or inferential statistical analysis used is appropriate and accompanied by relevant assumption tests.</p> <p>Readers can replicate the data analysis based on the information presented in this section.</p>
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<p>Results and visualization(35%)</p>	<p>The results of the data analysis presented do not answer the research questions/hypotheses.</p> <p>The results of the data analysis were not presented completely or the interpretation of the research results was inappropriate.</p> <p>The results of the data analysis are not accompanied by tables or figures.</p> <p>Text and data cannot be read clearly. Color combinations are inconsistent or overlapping.</p>	<p>The results of the data analysis presented the answer the research questions/hypotheses.</p> <p>The results of the data analysis were not presented completely, but overall the interpretation of the research results was correct.</p> <p>If the data analysis results are accompanied by tables or images, but are difficult to interpret (e.g. no legend, no information about the axes).</p> <p>Text and data cannot be read clearly. Color blending and overlapping.</p>	<p>The results of the data analysis presented the answer the research questions/hypotheses.</p> <p>The results of the data analysis are presented completely, and the overall interpretation of the research results is correct.</p> <p>There are tables or images that make interpretation easier, but there are descriptions that are not quite right.</p> <p>The writing and data can be read clearly. The color combination and no overlap.</p>	<p>The results of the data analysis presented the answer the research questions/hypotheses.</p> <p>The results of the data analysis are presented completely, and the overall interpretation of the research results is correct.</p> <p>There are tables or images that facilitate interpretation and can be read easily.</p> <p>The writing and data can be read clearly. The color combination and no overlap.</p>
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Format and writing (25%)	<p>The poster does not follow the format specified by the committee.</p> <p>There are a number of typos or spelling errors in the writing of information texts or sentences that are written do not follow the rules for writing scientific articles so that they cannot be understood (confusing).</p>	<p>There are a number of poster formatting conventions that are not followed, but overall, the poster is easy to read.</p> <p>Text and images or tables are not arranged proportionally, making the poster look less attractive.</p> <p>There are no typos or spelling errors in the text</p>	<p>The poster format follows all the provisions provided by the committee.</p> <p>Text and images or tables are not arranged proportionally, making the poster look less attractive.</p> <p>There are no typos or spelling errors in the text</p>	<p>The poster format follows all the provisions provided by the committee.</p> <p>Text and images or tables are arranged proportionally to make the poster look attractive.</p> <p>There are no typos or spelling errors in the text</p>
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H. Assessment and Announcement Mechanism

- a) Posters will be judged professionally by the jury (lecturers of Surabaya State University).
- b) This competition does not open a technical meeting but there will still be a QnA session on the Whatsapp Group.
- c) Changes to the provisions in the future will be informed by the committee via the whatsapp group.
- d) The announcement of the winners will be made at the closing ceremony.

I. Facility

- a) E-certificates for all participants.
- b) Certificates of appreciation for finalists and winners.
- c) Trophies and prize money for 1st, 2nd, 3rd place winners

J. Contact Person

For more information:
 Name: Rizky Putra Santosa

INTERNATIONAL COMPETITION
THE 4th GAYATAMA
SEPTEMBER – NOVEMBER 2024

Email: unesa.rvc@gmail.com
WhatsApp: 089541139560

K. Poster



The poster features a dark blue background with a magnifying glass icon over the word 'PSYCHOLOGY'. At the top, it lists logos for UNESA and various accreditation bodies like MERDEKA BELAJAR and PTNBB. The main title 'GAYATAMA 4' is in large, colorful letters. Below it, the event title 'PSYCHOLOGY RESEARCH VISUALIZATION COMPETITION 2024' is written in white, with the subtitle 'Promoting Mental Health Awareness in Southeast Asia'. A list of rules and regulations is provided in a light blue box. The 'FACILITY' section lists prizes and certificates. The 'TIMELINE' section uses a calendar icon to show key dates from October to November 2024. A QR code and contact information for Rizky Puira Santosa are also included.

REGISTRATION

- Participants are active students from state and private universities throughout ASEAN and proven by Student Identity Card (KTM) or Study Plan Card (KRS).
- Participants are in groups, with a minimum of 3 (three) students and a maximum of 4 (four) students from the same university. The same participant may be included in a maximum of two groups. All members must come from the same institution and may come from the same/different study programs.
- Participants have followed the UNESA Psychology Instagram account (@psikologiunesa).
- Participants must attach proof of KTM/KRS and proof of following the UNESA Psychology Instagram account on the registration form.
- Participants register and send registration attachments in the form of KTM/KRS via the following registration link: unesa.me/PRVC2024registration.

FACILITY

- E-certificates for all participants.
- Certificates of appreciation for finalists and winners.
- Trophies and prize money for 1st, 2nd, 3rd, 4th, and 5th place.

JOIN FOR FREE!



CONTACT PERSON

Name: Rizky Puira Santosa
Email: unesa.rvc@gmail.com
WhatsApp: 089541139560

TIMELINE

- Registration : 1th October 2024 – 10th October 2024
- Data Access and Poster Collection : 11th October 2024 – 25th October 2024
- Selection Process : 27th October 2024 – 10th November 2024
- Announcement : November 2024

28. INTERNATIONAL KARATE

INTERNATIONAL KARATE
UNESA RECTOR CUP II
OPEN CLASS MAHASISWA CLASS TNI - POLRI CLASS FESTIVAL CLASS
Commemorating the 60th Anniversary and GAYATAMA of Surabaya State University

GRAHA UNESA
26 - 29 DEC 2024
0857 3140 0098 LUTVIA

Support By **OSH INFO** **BPJS Ketenagakerjaan** **KECEMEDIA** **GAYATAMA 4**
Organized By **Wani Sport**

29. UNESA PENCAK SILAT COMPETITION II



UNESA PENCAK SILAT CHALLENGE COMPETITION II

Pre Early childhood - Early childhood - Pre Adolescent -
Adolescent - Adult - art and competition

 **Gor inter Unesa**
19-22 Desember 2024

 **0857-3106-5319**
Daniela

 **0851-8319-1517**
Selvi

Support by **GAYATAMA 4**



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INTERNATIONAL GAYATAMA 4

Sub-Directorate of Interests, Talents, Competencies, and Reasoning
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