### **Cyprus STEAME Communication Competition 2019**

Science-Technology-Engineering-Arts-Mathematics-Entrepreneurship

Συνεδριακό Κέντρο, Λευκωσία (Nicosia Conference Centre) Στο πλαίσιο της εκδήλωσης European Researcher's Night 2019 26-27 Σεπτεμβρίου/September 2019

### Become the STEAME Communication Idol of Cyprus in 2019

Communicate STEAME Subjects in 3 minutes and win your place at the finals of the European STEAME Communication Competition in 2020.

For adults – Age 18+, Δωρεάν συμμετοχή/Free Participation

Πατήστε **ΕΔΩ** για να υποβάλετε τη συμμετοχή σας. Προθεσμία: 08.9.2019 Press **HERE** to register your participation. Deadline: 08.9.2019

### **Competition Rules for Cyprus**

- **1. Participation in the Competition**, presupposes the full, unconditional and automatic acceptance of all parts of these final Competition Rules for participation.
- **2. "Participant"** in the competition can only be adults of minimum age 18 years old by the date of Phase 1.
- 3. The Competition
- **3.1** The competition will be conducted in two phases the *Preliminary Phase 1* and the *Final Phase 2*. There will be a *Phase 1* Competition depending on the number of registered participants, otherwise it is possible that all applicants are invited to the finals. Deadline for phase 1 is announced on <a href="https://www.thalescyprus.com">www.thalescyprus.com</a> and <a href="https://www.astucon.eu">www.astucon.eu</a> and in other posts.
- **3.2** The *Phase 2 Final* will be organized within one month maximum after the Phase 1 but it could be as close as the day after the Phase 1.
  - **3.3** The presentation will take place in front of a live audience and jury.
- **3.4** The jury will, at its discursion and based on a non-disclosed methodology, evaluate all finalists and announce the winners.
- **4. Presentations in the Cyprus Competition** could be in the **Greek** or **English language** and of interesting and correct STEAME subject that can be understood by non-experts. Duration should be **minimum 2 minutes and maximum 3 minutes**.

Depending on the number of participants the organizers may section STEAME subjects as separate competitions like **MATHFactor**, **SCIENCEFactor**, **TECHFactor**, **ENGIFactor**, **ARTSFactor**, **ENTREFactor**.

The criteria of assessment shall include the following:

Criterion 1: Content, Criterion 2: Clarity, Criterion 3: Charisma/Talent

- **5. Media:** The use of audiovisual tools during the presentation, such as PowerPoint, projectors, videos, audio and other is strictly prohibited. Participants are allowed to use small items that they can hold in one hand. A small table (of up to 1 square meter), a microphone and microphone stand or wireless microphone will be provided. Presentations in any other form will not be considered.
- **6. The finalists** will have to confirm their participation and to sign a GDPR acceptance for using their personal data, photo and videotaping in relation to this competition, for broadcasting, announcements or samples.

#### 7. Competition prizes:

- **7.1** The first prize will be a direct acceptance to the finals of the European STEAME Communication Competition, a flight ticket to the finals including 3 days accommodation. The European finals are expected to take place during 11-15 March 2020 in Thessaloniki, GR. A certificate will be awarded.
  - **7.2** The second prize will be a tablet and a related certificate.
  - **7.3** The third prize will be a related certificate plus a book.

Additional prizes may be awarded per STEAME subject categories.

# Υπο την αιγίδα του Υπουργείου Παιδείας και Πολιτισμού Under the auspices of the Ministry of Education and Culture



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