



10 October 2024

DR. BENJAMIN D. PARAGAS, CESO III

Regional Director

Department of Education Region 02

Tuguegarao City, Cagayan

region2@deped.gov.ph / records.region2@deped.gov.ph



Dear Director Paragas:

As part of our continuing effort for the advancement and promotion of Cagayan Valley Creative Industry, we are set to conduct an information drive on Young Creative Challenge Season 02 (YC2) of DTI-Creative Industry Development Office (DTI-CIDO) and National Digital Arts Awards (NDAA) of Thames International on 22 October 2024.

The YC2 aims to inspire, recognize, and showcase creative talents in the fields of Songwriting, Screenwriting, Playwriting, Graphic Novel, Animation, Game Development and Online Content Creation. It is open to all individuals with the following categories, to wit:

- Regular Edition - open to all natural-born Filipino citizens ages 18-35, whether amateur or professional, participating either as individuals or as a group;
- Elementary Edition and High School Edition - open to all natural-born Filipino citizens ages 18 and below, enrolled in an educational institution from Grades 1 through Grade 12, whether amateur or professional, participating either as individuals or as a group.

On the other hand, NDAA seeks to empower young artistic talents across the country by inviting them to reconnect with their local culture and communities, and create a digital work of art that reflects the unique beauty and stories of their cities. This competition is open to high school and college students, freelancers, and amateur artists nationwide.

To drumbeat participants from Region 02 to the YC2 and NDAA, , may we earnestly request for your endorsement on the aforementioned activity on 22 October 2024 to all interested and qualified students in the elementary to secondary level. DTI R2 will conduct two information drive sessions, to wit:

- Morning Session (9:00 AM to 11:30 AM)
 - For Cagayan and Nueva Vizcaya participants
 - Registration Link: <https://bit.ly/4eyzHej> ;

DTI REGIONAL OFFICE 2

- Afternoon Session (1:30 PM to 4:00 PM)
 - For Isabela, Batanes, and Quirino participants
 - Registration Link: <https://bit.ly/4dEsFDN>

Attached are the YC2 and NDAA Mechanics, and the tentative program of the information drive for your reference.

For queries and other concerns, please coordinate with Mr. Reiner P. Cardenas at reinercardenas@dti.gov.ph or 0956-996-4655.

Thank you and we hope for your favorable response to this humble request.

Sincerely yours,


 MA. SOFIA B. NARAG, CESO V
 Regional Director

/rpc



October 15, 2024


To: SCHOOLS DIVISION SUPERINTENDENTS

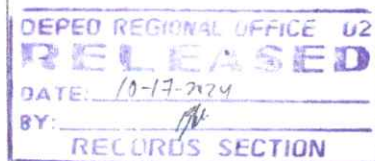
Attention: SGOD/CID Chief



Greetings!

This is an invitational activity from DTI RO2 being one of our inter-agency partners in honing the artistic talents of our learners.

For information, guidance and widest dissemination at the school level.


BENJAMIN D. PARAGAS PhD, CESO III
 Director IV/Regional Director



MEMORANDUM		Date: 10-21-24	Released (Records): 
To:	<input checked="" type="checkbox"/> PSDS/DICs	<input checked="" type="checkbox"/> Elem/Sec School Heads	
	<input type="checkbox"/> Private Schools	<input type="checkbox"/> Others:	
For:	<input checked="" type="checkbox"/> Information	<input checked="" type="checkbox"/> Dissemination	
	<input type="checkbox"/> Guidance	<input type="checkbox"/> Strict Compliance	
ORLANDO E. MANUEL PhD., CESO V Schools Division Superintendent			
By:	<input type="checkbox"/> ASDS <input type="checkbox"/> CIE Chief <input type="checkbox"/> SGOD Chief <input type="checkbox"/> AO <input type="checkbox"/> Atty.	Signature: 	



[TC CREATIVE]

NATIONAL DIGITAL ARTS AWARDS 2024



THAMES
INTERNATIONAL



2024 THEME:

“CITY PRIDE”

The theme invites you to visually capture what makes your city unique and vibrant. Whether it's the local culture, natural resources like mangoes, coconuts, or rice fields, or iconic festivals such as Sinulog, Atihan, or Panagbenga, we want to see the elements that define your hometown. Your artwork should highlight the landmarks, traditions, or everyday moments that tell the story of your city's spirit.



DTI
DIGITAL TRADING INNOVATION

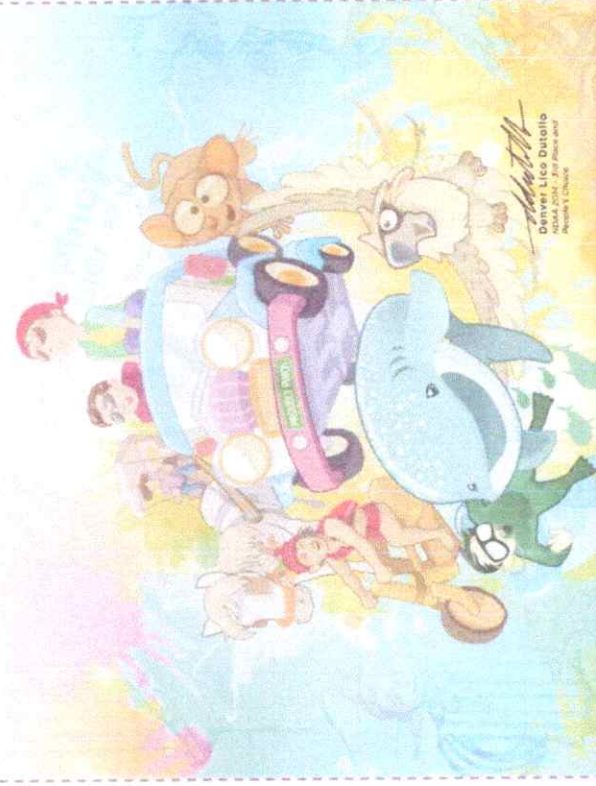
PRESENTS

NDAA2024

NATIONAL DIGITAL ARTS AWARDS

★ MALIKHAING DIGITAL PINOY ★

— Spark Your Creativity in the Digital Age! —



REGISTER NOW



OPEN TO ALL STUDENTS AND PROFESSIONALS
JOIN THE NDAA COMPETITION!
DIGITAL ART IN PRINT | MOTION GRAPHICS

NDAAofficialPH ndaa2024.globaltronics.net (02) 8721-2878



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CHALLENGE DETAILS

Theme	City Pride
Date	November 2024 - March 2025
Participants	Open to Students (JHS, SHS, College), Freelancers, Amateurs
Categories	<p>Students can join individually (Open Category) or by group (Student Category, 4 members each)</p> <ol style="list-style-type: none">1. Digital Art in Print2. Motion Graphics / Animation
Registration & Output	<p>Registration for the competition is FREE. Participants will go through creative training workshops and submit an artwork/entry aligned with their chosen category</p>





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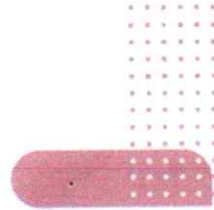


WORKSHOP SESSIONS

Foundational Sessions	Workshops to master fundamentals to ignite your creative spark
Technical Workshops	Workshops to sharpen skills with in-depth training for advanced techniques
Collaboration & Mentorship	Workshops will give opportunities for inter-school activities and be given feedback and guidance from the trainers of the workshop

★ **F2F @ Thames Campus** for schools within Metro Manila ★

★ **Live Streamed** for schools outside Metro Manila ★





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TEENPRENEUR
CHALLENGE
2024

FOUNDATIONAL SESSIONS

SESSION	TOPIC	DATES
"Unleash Your Artistic Fire" Nov 9: Gian de Jesus Nov 16: Gian de Jesus	Finding your unique artistic style and developing a cohesive visual identify in your work	November 9 Baguio November 16 Thames, QC
"Insta-Famous Artist: Level Up Your Online Presence IRL" Nov 9: — Nov 16: Chino Aricaya	The importance of having a personal brand as a digital artist and growing a social media presence	November 9 Baguio November 16 Thames, QC





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TECHNICAL WORKSHOPS

SESSION	TOPIC	DATES
“Concept Art Essentials: Ideas & Visual Narrative for Digital Art”	Concept art creation for digital projects, brainstorming techniques, visual storytelling, design iterations	November 10 Thames, QC November 23 Thames, QC
“From Script to Screen: Storytelling Through Motion Design”	Narrative structure, scriptwriting, and storyboarding for motion graphics projects	November 10 Thames, QC November 23 Thames, QC
Consultation Sessions	Participants’ consultation sessions with the GMA resource speakers	November 28-29 Online



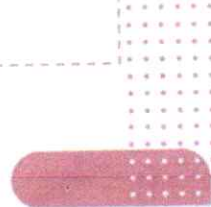


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DATES TO REMEMBER

October 31	Deadline of Registration
November 9, 10, 16, 23	Workshop Sessions
December 12	Deadline of Entry Submission
January 6-31, 2025	Online Voting
March 28, 2025	Awarding





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SCAN TO REGISTER



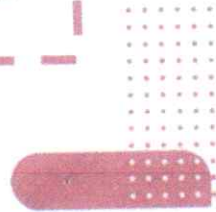
Registration for the competition,
including the workshops, is **FREE**.

CONTACT US AT:

Website: ndaa2024.globaltronics.net

Email: ndaa.ph@globaltronics.net
ndaa@thames.edu.ph

FB: facebook.com/NDAAofficialPH



Tentative Program of the Information Drive
22 October 2024

Morning Session: For Cagayan and Nueva Vizcaya Participants

Zoom Registration Link: <https://bit.ly/4eyzHej>

Time	Activity/Topic	Discussant
9:00 AM – 9:15 AM	Registration	
9:15 AM – 9:20 AM	Preliminaries	
9:20 AM – 9:30 AM	Opening Message	Ms. Cheeza Leia C. Tagarino Division Chief, IDD
9:30 AM – 10:15 AM	Overview and Guidelines of the Young Creatives Challenge Season 02	Representative from Bureau of Competitive Development
10:15 AM – 11:00 AM	Background and Mechanics of the National Digital Arts Awards	Mr. Dave Fabros Thames International
11:00 AM – 11:50 AM	Open Forum	

Afternoon Session: For Isabela, Batanes, and Quirino Participants

Zoom Registration Link: <https://bit.ly/4dEsFDN>

Time	Activity/Topic	Discussant
1:30 PM – 1:45 PM	Registration	
1:45 PM – 1:50 PM	Preliminaries	
1:50 PM – 2:00 PM	Opening Message	Ms. Cheeza Leia C. Tagarino Division Chief, IDD
2:00 PM – 2:45 PM	Overview and Guidelines of the Young Creatives Challenge Season 02	Representative from Bureau of Competitive Development
2:45 AM – 3:30 PM	Background and Mechanics of the National Digital Arts Awards	Mr. Dave Fabros Thames International
3:30 PM – 4:30 PM	Open Forum	

DTI REGIONAL OFFICE 2

#11 Dalan na Pappabalo, Regional Government Center,
Carig Sur, Tuguegarao City, Cagayan

(078) 396 – 9865
www.dti.gov.ph/cagayan-2/
rt2@dti.gov.ph



YOUNG CREATIVES CHALLENGE (YC2) SEASON 2
REGULAR, ELEMENTARY, AND HIGH SCHOOL EDITIONS
MECHANICS, TERMS, AND CONDITIONS

A. OVERVIEW

In line with the *Malikhaing Pinoy* Program, the Department of Trade and Industry organizes the grandest battle of creativity through the **Young Creatives Challenge (YC2)**. This aims to inspire, recognize, and showcase creative talents.

YC2 Season 2 now also includes **YC2 Elementary Edition** and **YC2 High School Edition**. YC2 Regular Edition Categories will cover the fields of *Songwriting, Screenwriting, Playwriting, Graphic Novel, Animation, and Game Development*. YC2 Elementary Edition and YC2 High School Edition Categories will cover the fields of *Songwriting, Short Story Writing, Graphic Novel Making, and Online Content Creation*.

B. THE COMPETITION

I. Eligibility.

- a. **Regular Edition** - The competition is open to all natural-born Filipino citizens ages 18-35, whether amateur or professional, participating either as individuals or as a group. Employees, affiliates, and immediate family members of the organizing entity (DTI) up to 3rd degree by affinity or consanguinity **are not eligible** to participate.
- b. **Elementary Edition and High School Edition** - The competition is open to all natural-born Filipino citizens ages 18 and below, enrolled in an educational institution from Grades 1 through Grade 12, whether amateur or professional, participating either as individuals or as a group. Employees, affiliates, and immediate family members of the organizing entity (DTI) up to 3rd degree by affinity or consanguinity **are not eligible** to participate.

II. Original Content. All submissions must be original works created by the participants. Plagiarism or any form of copyright infringement will result in immediate disqualification.

III. Use of Artificial Intelligence. Participants must ensure that any use of artificial intelligence (AI) in their submissions adheres to ethical standards, including: (1) clearly disclosing the AI tools or models employed; (2) demonstrating originality and significant creative input beyond AI-generated content; (3) ensuring that all AI-generated elements comply with intellectual property rights; (4) avoiding promotion of harmful or unethical content, such as hate speech or misinformation; and (5) submitting to an approval process where organizers may request additional information regarding AI use. The YC2 Team reserves the right to disqualify any entry that fails to meet these ethical guidelines.

IV. Theme. The competition theme is "Open Theme with Creative Tags: Love, Creativity, Future". All entries are open with regards to the subject matter, but all entries must also include elements relating to the Creative Tags.

V. Copyright and Usage Rights.

- a. Participants retain full, absolute ownership, copyright, and related rights of their submitted creative work;
- b. By entering the competition, participants grant the organizing entity a non-exclusive, royalty-free license to use and promote the submitted content for promotional purposes related to the competition only, and;
- c. The organizing entity shall not use the submitted works for any commercial purposes.

VI. Submission Deadline and Announcement of Winners. The timeline for this competition is as follows:

Activity	Target Date
Grand Launch	26 September 2024
Submission of Entries	September 26 – November 15, 2024
YC2 Semi Finals (Awarding of Top 11-30 creators and Announcement of the Top 10 Finalists)	January 2025
YC2 Grand Finals (Culmination and Awarding of the Top 10 Finalists)	February 2025

VII. Publicity. By participating, winners agree to have their preferred screen names and submitted works featured in competition-related announcements and promotional materials.

VIII. Disqualification. The organizing entity reserves the right to disqualify any entry that violates the terms and conditions, is inappropriate, offensive, or does not adhere to the submission guidelines.

The minimum number of submissions per category is set to 45 for all the entries to be considered as official. In case this is not met, the organizing entity has the right to adjust the award structure per disqualified category to ensure that deserving entries are duly recognized, even if the original target is not met.

IX. Modification or Cancellation. The organizing entity reserves the right to modify, suspend, or cancel the competition if circumstances arise beyond their control, without any liability.

X. Acceptance of Terms: Participation in the competition implies acceptance of all the terms and conditions outlined herein.

C. SUBMISSION GUIDELINES AND JUDGING CRITERIA

- I. **Language.** Submission may be written in, but not limited to, English or Filipino. In case the creative work is written in another Filipino dialect/language, participants must also submit a document with the work's translation set to English.
- II. **Number of entries.** Any participating individual or group must join one (1) category and submit one (1) entry only.
- III. **Content.** It is of highest importance to foster a safe and respectful environment for all participants and audience. As such, any content that involves hate speech, violence, harassment, or any form of negative subject matter is strictly prohibited. It is encouraged that all contestants focus on positive and constructive themes in their submissions, promoting creativity, diversity, and inclusivity. When it comes to visually or mentally disturbing content, it

is essential to approach these topics with **utmost caution and sensitivity**, as they can have a significant impact on individuals. These topics include horror, psychological thriller, gore, war and conflict, dark fantasy, abuse and trauma, existential themes, social and political issues, and mental health disorders.

- IV. Adaptation.** If the entry is an adaptation of another author's existing work, the contestant shall submit the written and signed consent of the author of the existing work, allowing the contestant to adapt the work, and to enter the adaptation in the competition. Entries commissioned by third party or submitted to other competitions are not allowed. Only unpublished/unproduced works are qualified and must be submitted to the official competition platform.
- V. Liability.** Contestants must ensure that their work has not been submitted to any previous competitions or have been published for commercial use. The Department of Trade and Industry (DTI) will be able to access the Work for competition purposes only. DTI does not have a non-exclusive, worldwide, royalty-free license to use, reproduce, distribute, display, and publicly perform the Work outside of the competition.
- VI. Requirements and Criteria for YC2 Regular Edition.**

- a. **Songwriting.** In the creative sector, music plays a multifaceted and significant role. It is an artistic expression having the capacity to elicit feelings, convey stories, and establish meaningful connections with others. In line with the continued efforts to promote Original Pinoy Music (OPM), this category aims to bring together and discover more talents among the Filipino pool of musicians and composers. The following are the requirements and criteria for this category:

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> The song shall be an original composition, and may be individually or collaboratively authored/composed; The submission must not be longer than five (5) minutes, may be in any musical genre, and may contain other languages/dialects; <i>Files to submit:</i> 1) song demo in .mp3 format; 2) song lyrics in .pdf format; 3) Cover Art 	<ul style="list-style-type: none"> Creativity: 40% Lyrics: 20% Musicality: 20% Composition: 20% <p><i>Creativity: style, technique, skill</i> <i>Lyrics: word craft, effectiveness, expression, story</i> <i>Musicality: chordal progression, melody</i> <i>Composition: structure, phrasing, synchronization</i></p>
Grand Finals	
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall be given a chance to enhance the technical components of their work but must also retain its core and identity. Entire verses can be moved in terms of sequence in the work, but they cannot be removed. Minor changes in lyrics and musical arrangement can also be made. Top 10 Finalists shall be performing in a live face-to-face deliberation. The composer may opt to perform or choose an interpreter in his/her behalf.</p> <p><i>File to submit:</i> Instrumental of the song in .mp3 format.</p>	<ul style="list-style-type: none"> Creativity: 40% Lyrics & Composition: 30% Performance: 20% Social Media Impact: 10% <p><i>Creativity: style, technique, skill</i> <i>Lyrics & Composition: story, structure</i> <i>Performance: confidence, expression, emotion</i></p>

- b. **Screenwriting.** The film industry in the Philippines has a rich history and has made significant contributions to the country's cultural heritage and entertainment landscape. This category aims to elevate this industry by providing world-class content and production plans, strategies, and promotions. The following are the requirements and criteria for this category:

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> The film's estimated running time must not be more than two (2) hours. It could be a short film (40 minutes and below) or a full-length film (80 minutes to 120 minutes); <i>Files to submit:</i> 1) final draft or production-ready script in .pdf format; 2) synopsis in .pdf format. 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 4) Cover Art <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Storytelling: 30% Creativity: 30% Content: 20% Technical Quality: 20% <p><i>Storytelling: structure, plot, characters</i> <i>Creativity: style, technique, hook</i> <i>Content: story, characters, progression</i> <i>Technical Quality: tools, effectivity, skill</i></p>
Grand Finals	
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall be given a chance to enhance the technical components of their work, but must also retain its core and identity. Minor changes in dialogue and sequencing may be made. Entire scenes or sections of the work cannot be removed. Top 10 Finalists must submit a detailed mood board, storyboard, shot list and call shots of the short film or full-length film. Each entry shall be presented/pitched before the board of judges at a face-to-face deliberation.</p> <p><i>Files to submit:</i> 1) technical requirements in .pdf format; 2) synopsis in .pdf format. 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format.</p> <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Storytelling: 30% Creativity: 30% Content: 20% Technical Quality: 20% <p><i>Storytelling: structure, plot, characters</i> <i>Creativity: style, technique, hook</i> <i>Content: story, characters, progression</i> <i>Technical Quality: tools, effectivity, skill</i></p>

Given that Screenwriting has been separated into two subcategories (Full-Length Film and Short Film), the following prize changes have been made. The Prize Structure for Screenwriting – Short Film shall be as follows:

PLACE	PRIZE
1 st Place	PHP 500,000
2 nd Place	PHP 300,000
3 rd Place	PHP 100,000
4 th Place	PHP 50,000
5 th Place	PHP 50,000

- c. **Playwriting.** This category provides a platform for artistic innovation, community engagement, and social impact while also contributing to the economy and cultural heritage. Its live and immersive nature creates unique and transformative experiences for both artists and audiences. With the rich and diverse Filipino talent, this competition shall be one of the many platforms in showcasing, nurturing, and celebrating theater arts. The following are the requirements and criteria for this category:

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> The entry, which must be a full-length script, may be in any type of theater play production: musical, melodrama, opera, tragedy, comedy, solo/one-act, etc. Running time of the play must not be more than two (2) hours. <i>Files to submit:</i> 1) script in .pdf format; 2) synopsis in .pdf format. 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 4) Cover Art <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Content: 30% Creativity: 30% Workmanship: 20% Communication: 20% <p><i>Content: story, characters, dialogue</i> <i>Workmanship: skill, expression, clarity</i> <i>Creativity: format, style, technique, hook</i> <i>Communication: intent, strategy, direction</i></p>
Grand Finals	
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall be given a chance to enhance the technical components of their work but must also retain its core and identity. Minor changes in dialogue and sequencing may be made. Entire scenes or sections of the work cannot be removed. Top 10 Finalists shall pitch the play at a face-to-face deliberation and shall be judged according to the overall script, concept, and pitch presentation.</p> <p><i>Files to submit:</i> 1) preview/trailer technical script in .pdf format; 2) synopsis in .pdf format, and; 3) audio file of the arranged music for the performance in .mp3 format; 4) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 5) Cover Art</p> <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Content: 40% Creativity: 30% Presentation: 30% <p><i>Content: story, characters, dialogue</i> <i>Creativity: format, style, technique, hook</i> <i>Presentation: delivery, confidence, talent</i></p>

- d. **Graphic Novel.** By providing distinctive narrative formats, highlighting visual creativity, increasing readership, generating adaptations, and influencing popular culture, graphic novels (also called comics, cartoon, manga, etc.) have made significant contributions to the creative sector. The following are the requirements and criteria for this category:

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> The entry must be a fully rendered graphic novel or any literature translated to a compendium of visual, digital art; Submission must be at least ten (10) pages and a maximum of 20 pages in A4 layout, exported in high definition; <i>Files to submit:</i> 1) graphic novel in .pdf format; 2) synopsis in .pdf format; 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 4) Cover Art <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Workmanship: 30% Visual Appeal: 30% Content: 20% Creativity: 20% <p>Workmanship: <i>neatness, skill, expression</i> Content: <i>story, characters, dialogue</i> Creativity: <i>style, technique, hook</i></p> <ul style="list-style-type: none"> Visual Appeal: <i>strategy, tools, design</i>
Grand Finals	
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall be given a chance to enhance visuals of the submitted graphic novel, however, there shall only be addition to the plot and no alteration of the initially submitted version. Moreover, all finalists shall be given 10 additional pages/panels for the novel's continuation. All ten (10) entries shall be physically displayed and judged during a face-to-face deliberation.</p> <p><i>Files to submit:</i> 1) graphic novel in .pdf format; 2) synopsis in .pdf format. 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format.</p> <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Content: 40% Workmanship: 20% Visual Appeal: 20% Creativity: 20% <p>Content: <i>plot progression, characters, dialogue</i> Workmanship: <i>neatness, skill, expression</i> Creativity: <i>style, technique, hook</i> Visual Appeal: <i>strategy, tools, design</i></p>

- e. **Animation.** This category holds immense potential in the creative industry, offering digital and modern opportunities for flexible storytelling, artistic expression, boosted gaming and interactive media, and a lot more. Gathering Filipino animators through this competition provides a platform for diversity and inclusivity while driving industry growth by showcasing fresh talents and pushing the boundaries of animation as an art form. The following are the requirements and criteria for this category:

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> The animated video, whether 2D or 3D, may be in a form of film, skit, review, or any original content for entertainment and educational purposes. The entry may be rendered in English or Filipino. Use of other languages or dialects is allowed and optional, however, there must be a subtitle incorporated in the video; Estimated running time of the animated video must not be less than five (5) minutes and not more than 10 minutes. An additional one (1) minute is allowed to each entry for the closing credits; Minimum quality must be set to at least 1080p, full high definition, at 1920x1080 or 16:9 Dimension. <i>Files to submit:</i> 1) video in .mp4 format; 2) synopsis in .pdf format. 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 4) Cover Art <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Animation Skill: 40% Content: 20% Technical Quality: 20% Creativity and Impact: 20% <p>Content: <i>story, characters, progression</i> Animation Skill: <i>movement, effects, transition</i> Technical Quality: <i>visuals, music scoring, tools</i> Creativity and Impact: <i>technique, visual hook</i></p>
Grand Finals	
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall be given a chance to enhance the technical components (graphics, transitions, scoring) of the animated video. Each entry shall also be given an additional running time of two (2) minutes to refine the animated video. Top 10 Finalists shall present their work at a face-to-face deliberation.</p> <p><i>Files to submit:</i> 1) video in .mp4 format; 2) synopsis in .pdf format; 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 4) Cover Art</p> <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Animation Skill: 30% Content: 30% Technical Quality: 20% Creativity and Impact: 20% <p>Content: <i>story, characters, progression</i> Animation Skill: <i>movement, effects, transition</i> Technical Quality: <i>visuals, music scoring, tools</i> Creativity and Impact: <i>technique, visual hook</i></p>

- f. **Game Development.** In the Philippines, game creation has made significant contributions to the creative industry, the economy, and technological progress. Philippine game creators are prepared to make more contributions and establish a strong presence in the global gaming industry, which this competition shall support and continue to pursue. The following are the requirements and criteria for this category:

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> The entry may be programmed in any platform such as mobile, computer, virtual reality, or console; <i>Files to submit:</i> 1) A gameplay or demo video in .mp4 format; 2) A playable Game Demo .exe file that is at least 70% completed; and 3) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format; 4) Cover Art <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Content: 30% Creativity: 30% Workmanship: 20% Communication: 20% <p><i>Content: story, characters, dialogue</i> <i>Workmanship: skill, expression, clarity</i> <i>Creativity: format, style, technique, hook</i> <i>Communication: intent, strategy, direction</i></p>
Grand Finals	
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall be given a chance to enhance the technical components of their work but must also retain its core and identity. Features present in the original submission can only be improved. Removal of existing features is not allowed. Top 10 Finalists must bring appropriate equipment or gadget for judges' beta testing. Access to the game shall be shared to the panel along with the downloadable app/playable demo of at least 70% of the game build. Top 10 Finalists shall present their work at a face-to-face deliberation.</p> <p><i>Files to submit:</i> 1) playable prototype / demo, and 2) Pitch deck with a minimum of 5 slides and maximum of 10 slides exported in .pdf format.</p> <p><i>Pitch Deck:</i> (Project Introduction, Production Process & Timeline, Marketability, Future Project Plans)</p>	<ul style="list-style-type: none"> Creativity: 30% Gameplay: 30% Aesthetics: 20% Technology: 20% <p><i>Creativity: novelty, uniqueness, hook</i> <i>Gameplay: characters, playability, re-playability, accessibility, progression</i> <i>Aesthetics: style, visuals, music, animation</i> <i>Technology: stability, compatibility, tools, user-friendliness</i></p>

- g. **Online Content Creation.** This category aims to showcase and celebrate the diverse and innovative online content created by Filipinos inspired by Filipino culture. It seeks to foster a sense of community and provide a platform for talented online content creators to share their work while promoting the creative industries.

Semi-Finals	
Requirements for Initial Submission	Provisional Criteria
<ul style="list-style-type: none"> Content. Content creators can submit entries individually or as a team, but must upload ten (10) short-form videos in a series. The entries must follow the Open Theme with Creative Tags. Submission. Entries must be uploaded through TikTok using the hashtags: #YoungCreativesChallengeS2 #YC2S2 #YC2RegularEdition Files to submit: 1) .pdf file containing Tiktok Links to the ten (10) video series of entries; 2) Detailed summary of the content created not exceeding 500 words. 	<ul style="list-style-type: none"> Relevance: 30% Creativity and originality: 30% Views and Engagements: 40%. <p><i>Relevance: Topic, adherence to Creative Tags, relation to the Philippine Creative Industries</i> <i>Creativity: style, technique, skill</i></p>
Grand Finals	
Requirements for Initial Submission	Provisional Criteria for Grand Finals
<p>Top 10 Finalists shall present their work to a panel of judges at a face-to-face deliberation.</p>	<ul style="list-style-type: none"> Relevance: 30% Creativity and originality: 30% Views and Engagements: 40%. <p><i>Relevance: Topic, adherence to Creative Tags, relation to the Philippine Creative Industries</i> <i>Creativity: style, technique, skill</i></p>

Prizes. First placer receives P1,000,000; Second Placer receives P500,000; Third Placer receives P300,000; Fourth Placer receives P100,000; and 6 others shall receive P50,000 each.

VII. Requirements and Criteria for YC2 Elementary and High School Editions.

- a. **Songwriting.** In the creative sector, music plays a multifaceted and significant role. It is an artistic expression having the capacity to elicit feelings, convey stories, and establish meaningful connections with others. In line with the continued efforts to promote Original Pinoy Music (OPM), this category aims to develop young talents into the next great Filipino Songwriters. The following are the requirements and criteria for this category:

Semi-Finals		
Requirements for Initial Submission	Provisional Criteria for Elementary Edition	Provisional Criteria for High School Edition
<ul style="list-style-type: none"> The song shall be an original composition, and may be individually or collaboratively authored/composed; The submission must not be longer than three (3) minutes, may be in any musical genre, and may contain other languages/dialects; Files to submit: 1) song demo in .mp3 format; 2) song lyrics in .pdf format. 	<ul style="list-style-type: none"> Creativity: 50% Simplicity and Fun: 30% Appeal: 20% <p>Creativity: <i>style, technique, skill</i> Lyrics: <i>word craft, effectiveness, expression, story</i> Musicality: <i>chordal progression, melody</i> Composition: <i>structure, phrasing, synchronization</i></p>	<ul style="list-style-type: none"> Creativity: 40% Lyrics: 30% Simplicity and Fun: 20% Appeal: 10% <p>Creativity: <i>style, technique, skill</i> Lyrics: <i>word craft, effectiveness, expression, story</i> Musicality: <i>chordal progression, melody</i> Composition: <i>structure, phrasing, synchronization</i></p>
Grand Finals		
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals for Elementary Edition	Provisional Criteria for Grand Finals for High School Edition
<p>Top 10 Finalists shall be given a chance to enhance the technical components of their work but must also retain its core and identity. Entire verses can be moved in terms of sequence in the work, but they cannot be removed. Minor changes in lyrics and musical arrangement can also be made. Top 10 Finalists shall be performing in a live face-to-face deliberation. The composer may opt to perform or choose an interpreter in his/her behalf.</p> <p>File to submit: Instrumental of the song in .mp3 format.</p>	<ul style="list-style-type: none"> Creativity: 50% Simplicity and Fun: 30% Appeal: 20% <p>Creativity: <i>style, technique, skill</i> Lyrics: <i>word craft, effectiveness, expression, story</i> Musicality: <i>chordal progression, melody</i> Composition: <i>structure, phrasing, synchronization</i></p>	<ul style="list-style-type: none"> Creativity: 40% Lyrics: 30% Simplicity and Fun: 20% Appeal: 10% <p>Creativity: <i>style, technique, skill</i> Lyrics: <i>word craft, effectiveness, expression, story</i> Musicality: <i>chordal progression, melody</i> Composition: <i>structure, phrasing, synchronization</i></p>

- b. **Short Story Writing.** Short Stories have always been a medium for exploring diverse cultural narratives. This rich literary tradition, rooted in both oral storytelling and colonial history, allows contemporary writers to address pressing issues such as migration and resilience. The length of the short story does not play a part in the quality, but, with this limitation, writers may begin to find a way to say more with less. The following are the requirements and criteria for this category:

Semi-Finals		
Requirements for Initial Submission	Provisional Criteria for Elementary Edition	Provisional Criteria for High School Edition
<ul style="list-style-type: none"> Any piece of fiction within the range of 1000-7500 words. <i>Files to Submit:</i> 1.) Synopsis in .pdf format; 2.) Final Draft 	<ul style="list-style-type: none"> Story Telling: 50% Creativity: 30% Appeal: 20% <p><i>Content: plot progression, characters, dialogue</i> <i>Creativity: style, technique, hook</i></p>	<ul style="list-style-type: none"> Story Telling: 50% Creativity: 30% Appeal: 20% <p><i>Content: plot progression, characters, dialogue</i> <i>Creativity: style, technique, hook</i></p>
Grand Finals		
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals for Elementary Edition	Provisional Criteria for Grand Finals for High School Edition
<p>Top 10 Finalists shall be given a chance to enhance their short stories, however, there shall only be addition to the plot and no alteration of the initially submitted version. Sequences may be moved, but cannot be removed. Top 10 Finalists shall present their work to a panel of judges at a face-to-face deliberation.</p> <p><i>File to submit:</i> Final draft or publishing-ready Short Story in .pdf format.</p>	<ul style="list-style-type: none"> Story Telling: 50% Creativity: 30% Appeal: 20% <p><i>Content: plot progression, characters, dialogue</i> <i>Creativity: style, technique, hook</i></p>	<ul style="list-style-type: none"> Story Telling: 50% Creativity: 30% Appeal: 20% <p><i>Content: plot progression, characters, dialogue</i> <i>Creativity: style, technique, hook</i></p>

- c. **Graphic Novel Making.** By providing distinctive narrative formats, highlighting visual creativity, increasing readership, generating adaptations, and influencing popular culture, graphic novels (also called comics, cartoon, manga, etc.) have made significant contributions to the creative sector. The following are the requirements and criteria for this category:

Semi-Finals		
Requirements for Initial Submission	Provisional Criteria for Elementary Edition	Provisional Criteria for High School Edition
<ul style="list-style-type: none"> The entry must be a fully rendered graphic novel or any literature translated to a compendium of visual, digital art; Submission must be at least ten (10) pages and a maximum of 20 pages in A4 layout, exported in high definition; Files to submit: 1) graphic novel in .pdf format; 2) synopsis in .pdf format. 	<ul style="list-style-type: none"> Content: 50% Workmanship: 30% Appeal: 20% <p>Content: <i>plot progression, characters, dialogue</i> Workmanship: <i>neatness, skill, expression</i> Creativity: <i>style, technique, hook</i> Visual Appeal: <i>strategy, tools, design</i></p>	<ul style="list-style-type: none"> Content: 50% Workmanship: 30% Appeal: 20% <p>Content: <i>plot progression, characters, dialogue</i> Workmanship: <i>neatness, skill, expression</i> Creativity: <i>style, technique, hook</i> Visual Appeal: <i>strategy, tools, design</i></p>
Grand Finals		
Ways forward for the Top 10 Finalists	Provisional Criteria for Grand Finals for Elementary Edition	Provisional Criteria for Grand Finals for High School Edition
<p>Top 10 Finalists shall be given a chance to enhance visuals of the submitted graphic novel, however, there shall only be addition to the plot and no alteration of the initially submitted version. Moreover, all finalists shall be given 10 additional pages/panels for the novel's continuation. Top 10 Finalists shall present their work to a panel of judges at a face-to-face deliberation.</p> <p>Files to submit: 1) graphic novel in .pdf format; 2) synopsis in .pdf format.</p>	<ul style="list-style-type: none"> Content: 50% Workmanship: 30% Appeal: 20% <p>Content: <i>plot progression, characters, dialogue</i> Workmanship: <i>neatness, skill, expression</i> Creativity: <i>style, technique, hook</i> Visual Appeal: <i>strategy, tools, design</i></p>	<ul style="list-style-type: none"> Content: 50% Workmanship: 30% Appeal: 20% <p>Content: <i>plot progression, characters, dialogue</i> Workmanship: <i>neatness, skill, expression</i> Creativity: <i>style, technique, hook</i> Visual Appeal: <i>strategy, tools, design</i></p>

- d. **Online Content Creation.** This category aims to showcase and celebrate the diverse and innovative online content created by Filipinos inspired by Filipino culture. It seeks to foster a sense of community and provide a platform for talented online content creators to share their work while promoting creative industries. As the online space has now grown enough to be able to include younger and younger creatives into the spotlight, this category provides a space for Elementary and High School Students to shine.

Grand Finals		
Requirements for Initial Submission	Provisional Criteria for Elementary Edition	Provisional Criteria for High School Edition
<ul style="list-style-type: none"> • Content. Content creators can submit entries individually or as a team. • Elementary Edition Upload three (3) short-form videos in a series. The entries must follow the Open Theme with Creative Tags. Submission. Entries must be uploaded through TikTok using the hashtags: #YoungCreativesChallengeS2 #YC2S2 #YC2ElementaryEdition Files to submit: 1) .pdf file containing TikTok Links to the three (3) video series of entries; 2) Detailed summary of the content created not exceeding 500 words. • High School Edition Upload five (5) short-form videos in a series. The entries must follow the Open Theme with Creative Tags. Submission. Entries must be uploaded through TikTok using the hashtags: #YoungCreativesChallengeS2 #YC2S2 #YC2HighSchoolEdition Files to submit: 1) .pdf file containing TikTok Links to the five (5) video series of entries; 2) Detailed summary of the content created not exceeding 500 words. 	<ul style="list-style-type: none"> • Creativity: 50% • Simplicity and Fun: 30% • Appeal: 20% 	<ul style="list-style-type: none"> • Creativity: 40% • Quality and Production Value: 30% • Engagement: 20% • Appeal: 10%

Prizes. First placer receives P500,000; Second Placer receives P200,000; Third Placer receives P50,000 and 7 others shall receive P10,000 each.