Republika ng Pilipinas
Kagawaran ng Edukasyon
REHIYON V (BIKOL)
TANGGAPANG PANSANGAY NG MGA PAARALAN NG LUNGSOD IRIGA

DEPARTMENT OF EDUCATION
SDO-Iriga City RECORDS SECTION
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Office of the Schools Division Superintendent

November 3, 2026

DIVISION MEMORANDUM
NO. 557 s. 2026

CONDUCT OF THE 2026 DIVISION FESTIVAL OF TALENTS IN STEMAZING

To: Assistant Schools Division Superintendent
Chief ES – CID and SGOD
Education Program Supervisors
Public and Private Elementary and Secondary School Heads
Public and Private School Mathematics and Science Coordinators
All Others Concerned

1. In line with the Department of Education's continuing commitment to strengthen Science, Technology, Engineering, and Mathematics (STEM) education and provide learners with meaningful opportunities to demonstrate their knowledge, skills, creativity, and innovative abilities, the Schools Division Office of Iriga City through the Curriculum Implementation Division (CID)shall conduct the **Division Festival of Talents in STEMAZING** on **November 14, 2026 at San Agustin Stand Alone Senior High School** and **San Agustin Elementary School, San** Agustin**, Iriga City**.

2. This activity aims to:

2.1. develop learners' critical thinking, creativity, collaboration, and problem-solving skills through STEM-based challenges and competitions;

2.2. encourage the practical application of scientific and mathematical concepts in real-life situations;

2.3. provide opportunities for learners to showcase their talents and innovative ideas in science, technology, engineering, and mathematics;

2.4. promote interest and enthusiasm in STEM education through experiential and collaborative learning activities; and

2.5. identify, assess, and select competent and outstanding learners who shall represent the Division in the Regional Festival of Talents, thereby ensuring adequate preparation and competitive readiness for the regional-level competition.

3. All public and private elementary and secondary schools are encouraged to participate in the festival. Each participating school shall identify and prepare its two (2) qualified learner-participants and accompanying two (2) coaches, one for Mathematics and one for science based on the prescribed mechanics and guidelines for each event.

4. There will be No Registration Fee among the learner-participants and coaches. Attached to this Memorandum are the following enclosures, which shall serve as integral parts of the guidelines for the conduct of the activity:

4.1. Enclosure No. 1 – Composition of the Executive Committee and Technical Working Group (TWG)

4.2. Enclosure No. 2 – Mechanics and Guidelines of the STEMAZING Competitions

5. A conference of all members of the Technical Working Group/Team (TWG) is scheduled on November 6, 2026, at 3:00 PM at the Gabaldon Building, Iriga Central School, San Nicolas, Iriga City. Concerned School Heads are requested to ensure that appropriate learning activities, take-home tasks, or substitute teachers are provided to ensure the continuity of instruction and prevent disruption of classes while the teachers concerned attend the meeting.

6. Considering that the activity will be conducted on a Saturday, teachers involved in the implementation of the activity shall be granted service credits, while non-teaching and related teaching personnel who render services beyond their regular working hours may be granted Compensatory Time-Off (CTO), subject to existing DepEd policies, guidelines, and applicable rules and regulations.

7. Expenses relative to the conduct of the activity shall be charged against the available savings from the MTAP Saturday Program for SY 2025–2026. Meanwhile, transportation expenses of the Technical Working Group (TWG), coaches, and learner-contestants, as well as other incidental expenses, shall be charged against the respective School Maintenance and Other Operating Expenses (MOOE) and other available local funds, subject to existing budgeting, accounting, and auditing rules and regulations.

8. Immediate dissemination and compliance with this memorandum are desired.

MARIA – MAGNOLIA F. BRIOSO, CESO VI
OIC - Schools Division Superintendent

Republika ng Pilipinas

Kagawaran ng Edukasyon

REHIYON V (BIKOL)

TANGGAPANG PANSANGAY NG MGA PAARALAN NG LUNGSOD IRIGA

Enclosure No. 1 to Division Memorandum No. 557 s. 2026

EXECUTIVE COMMITTEE

MARIA – MAGNOLIA F. BRIOSO, CESO VI
OIC – Schools Division Superintendent

MAYLANI L. GALICIA
Asst. Schools Division Superintendent

JERSON V. TORALDE
Chief – ES, Curriculum Implementation Division

NOEL G. CABALTERA
Chief – ES, Schools Governance Operations Division

TECHNICAL WORKING TEAM

ALFIE T. GASCON
EPS – Mathematics
Chairman

HELEN Z. CORNELIO
EPS – Science
Co – Chairman

Venue		**Certificates/Programme**
Dr. Ludevina Ester D. Bolante, P-IV	Chairmen	Jovelyn P. Constancio
Julieta M. Flores, P-I		Reymart P. Donasco
SASASHS and San Agustin ES Teachers	Members	Meabelle Amor C. Agao
Registration		**Invitation to Judges to the STEM Presentation**
Rita F. Salvadora	Chairman	Athina L. Camila
Maria – Jesusa D. Medroso	Members	Ida T. Ibarrientos
Judy C. Salcedo		
Scoresheets/Tabulators/Results		**Foods/Snacks/Tokens**
Michael C. Villareal	Chairman	Ma. Fe F. Ibarreta
Erma O. Bagacina	Members	Karen A. Belonio
John Rommel M. Malate		Lorelyn G. Tabayag
Preparation of Stations		**Documentation**
Erma O. Bagacina	Chairman	Mary Jean M. Piloneo

Romulo P. Gueruela, Jr.	Members	Rizza Nica Bea L. Blanco
Mark Tyrone B. Belmonte		Len – Len B. Clemeno
Stage Preparation		**Safety/Health Officers**
Ginalyn P. Flor	Chairman	Jenelyn B. Pagal
Jinelyn S. Bance	Members	John Edsel A. Borac
Ma. Rochelle Rose Napagal		Donna Rose B. Arojado
Rio B. Larcena		Mary Ann M. Navarro
Elyssa Danica T. Leonor		Emily N. Panday

Enclosure No. 2 to Division Memorandum No. 557 s. 2026

MECHANICS AND GUIDELINES FOR STEMAZING

(A Showcase of Science, Technological, and Mathematical Outputs)

KEY STAGE	Key Stage 2: Grades 4 to 6 Key Stage 3: Grades 7 to 10 Key Stage 4: Grades 11 to 12
NO. OF PARTICIPANT/S PER REGION	STEMazing for Elementary (Grades 4 to 6): 2 learners per team (choose participants from Key Stage 2; ***only one learner per grade level is allowed***, *e.g., the team is composed of 1 Grade 4 and 1 Grade 6 learner*) 2 teacher-coach STEMazing for Secondary (Grades 7 to 12): 2 learners per team (choose participants from Key Stages 3 and 4; ***only one learner per grade level is allowed***, *e.g., the team is composed of one Grade 8 and Grade 10 learners, or one Grade 11 and 1 Grade 12 learners)* 2 teacher-coach
TIME ALLOTMENT	Elementary – 180 minutes, High School – 150 minutes
PERFORMANCE STANDARD	The learners: • obtain scientific and technological information from varied sources about global issues that have an impact on the country. • acquire scientific attitudes that will allow them to innovate and/or create products useful to the community or country. • process information to get relevant data for a problem at hand • demonstrate proficiency in applying mathematical concepts to solve authentic, real-world challenges; • exhibit analytical and strategic thinking skills in approaching complex mathematical problems; • manifest effective communication and collaborative skills in mathematical discourse and team problem-solving; and • show mastery in integrating concepts across various mathematical domains (Number & Number Sense, • Measurement and Geometry, Data and Probability) in practical applications.
21ST CENTURY SKILL/S	Critical thinking, communication skills, creativity, problem solving, collaboration, information, digital

	literacy, and technology and engineering skills.
CREATIVE INDUSTRIES DOMAIN	▪ Digital Interactive Media Domain (through educational gaming and interactive mathematical applications) ▪ Creative Services Domain (through creative research and development, cultural and recreational services) ▪ Design Domain (through the creation of solutions that address mathematical and spatial problems) ▪ Audiovisual Media Domain (through educational content development)
CAREER PATHWAYS	Science, Technology, Engineering, and Mathematics (STEM)
DESCRIPTION	STEMazing is an NFOT contest that challenges learner-participants to seamlessly combine physical exploration with scientific research and mathematical investigation. They engage in problem-solving activities within real-world contexts to demonstrate their mastery of STEM concepts.
TECHNICAL SPECIFICATIONS	
A. MATERIALS, TOOLS, AND EQUIPMENT	**To be provided by learner-participants, if any:** • ICT Tools such as laptops and chargers, if necessary • Extension cords, if necessary • Personal pocket Wi-Fi
	To be provided by the Technical Committee: • Team identification badges • Station markers and QR code printouts • Scoring sheets and evaluation forms • Data collection forms • Emergency and first aid equipment • Maps and route guides • Activity Tables • Digital Timers • Science Laboratory Tools/Equipment / Materials • Calculator • Measuring tools (ruler, tape measure, protractor, etc.) • Writing materials (Ballpen, Pencil and

<table>
<tr><td></td><td></td><td>Bond Paper)
• Digital device for QR codes (if allowed by organizers)
• Safety equipment (as specified in orientation)</td></tr>
<tr><td>B. VENUE</td><td colspan="2">School grounds or designated competition area with:
• Multiple checkpoint stations
• Investigation areas
• Presentation space
• Rest areas and first aid stations
• Emergency assembly points
• Holding Area (for teacher-coaches/learner-participants/other audience)</td></tr>
<tr><td>C. CRITERIA FOR JUDGING</td><td colspan="2">
<table>
<tr><th>Category</th><th>Maximum Points per Category</th></tr>
<tr><td>Easy</td><td>30</td></tr>
<tr><td>Average</td><td>30</td></tr>
<tr><td>Difficult</td><td>40</td></tr>
<tr><td>TOTAL</td><td>100</td></tr>
</table>
• The total cumulative number of points shall always be 100 points.
• The points per station shall be determined by the organizer based on the nature of the task, provided that the total points and the points for any station do not exceed the maximum points allocated for its respective category.
• Teams shall receive points based on the scoring rubrics.
• The total time to complete the challenges shall be computed but will not affect the score of each team for each station's task.
• In the event of a tie, the judges shall determine the winner based on the total completion time. The team that finishes in the shortest time shall be declared the winner.
• In the event of a tie in both score and time, the judges shall administer a do-or-die question to determine the winner.
• For station/s with written output and oral presentation, and slide deck refer to the criteria below:
</td></tr>
</table>

Written Output:

Criteria	Score
Content Thematic Relevance and Organization	8
Feasibility of the proposed solution/output (Based on scientific, mathematical, technological, and other valid assumptions)	6
Relevance of data used	6
Total	**20**

Oral Presentation:

Criteria	Score
Discussion/Arguments/Delivery (Based on scientific, mathematical, technological, and other valid assumptions, the feasibility of the proposed solution)	8
Content / Organization	5
Ability to answer the questions	7
Total	**20**

Slide Deck Presentation *(for High School only)*:

Criteria	Score
Problem Analysis and Engineering Design Process	4
Engineering Design Solution	6
Scientific and Mathematical Justification	6
Feasibility and Practicality	4
Total	**20**

- Written output, oral presentation and slide deck activities shall be placed under the difficult categories.
- Refer to the scoring rubric for reference.

MECHANICS

A. **Pre-Competition Requirements/Rules**

- Teams must complete registration, **either online or offline**, before the event.
  - Submission of School Team Registration Forms, including the following:
    - School name
    - Name of School Head
    - Name of School Mathematics Coordinator

- Team Composition Details:
  - Team members' names representing the school
  - Grade levels of each member
  - Certified true copy of school records proving grade levels
  - School team coach/adviser information with designation
  - *Replacement of participants due to valid reasons, such as but not limited to sickness, is allowed, provided that it is duly endorsed by the School Head.*
- Drawing of lots for the number assignments of participants will be done in the presence of all participants and coaches or respective representatives prior to the start of the competition.
- An orientation session will be conducted before the competition proper.
  - Orientation session shall cover:
    - Competition mechanics
    - Safety protocols
    - Equipment usage
    - Scoring system
    - Emergency procedures
    - Q&A portion
- Equipment and Documentation Verification
- Pre-Event Documentation Checklist:
  - Individual Participant Form with parent consent
  - Medical Certificate
  - Equipment Checklist, if any
- Equipment Inspection:
  - Calculator
  - Measuring tools
  - Writing materials
  - Digital devices (if allowed)
  - Safety equipment
- All teacher-coaches will accompany participants in the venue, but not in the contest venue. They cannot assist the participants during the competition.
- The event administrator will signal the start of the event. Only the event facilitators, Program Management Team (PMT), judges, official photographers, and learner-participants are allowed to be at the contest venue.
- The event facilitator, members of the Program Management Team, and Board of Judges shall be in the venue at least one (1) hour before the event, while the learner-participants, teacher-coaches, and other audiences must be in the venue at least thirty (30) minutes before the competition. Late participants may be permitted to join upon thorough assessment of their reasons by the PMT.
- Briefing of the learner-participants shall be conducted at least thirty (30) minutes before the start of the event. All questions, clarifications, and points of order shall be entertained during the briefing.

- Learner-participants shall wear plain white T-shirt and comfortable pants and rubber shoes or sneakers with no school identification.

B. During Event / Competition Structure

B.1 Elementary

- Teams shall navigate through multiple stations.
- The total number of stations shall be a minimum of seven (7) and a maximum of ten (10). Moreover, the difficult category must have the fewest number of stations. The majority of the challenges shall focus on Mathematics competencies. A sample distribution of stations and maximum points per category is shown below:

Sample Distribution of the Number of Stations and Maximum Points per Category:

Category	7	Max. Points	8	Max. Points	9	Max. Points	10	Max. Points
Easy	*1*	10	*1*	10	*1*	5	*1*	5
	2	10	*2*	10	*2*	5	*2*	5
	3	10	*3*	10	*3*	10	*3*	10
					4	10	*4*	10
Average	*4*	15	*4*	10	*5*	10	*5*	5
	5	15	*5*	10	*6*	10	*6*	5
			6	10	*7*	10	*7*	10
							8	10
Difficult	*6*	20	*7*	20	*8*	20	*9*	20
	7	20	*8*	20	*9*	20	*10*	20
TOTAL		**100**		**100**		**100**		**100**

- The number of stations and maximum points per category shall be flexible, allowing the organizer to determine the distribution based on factors such as the nature of challenges, availability of materials and equipment, and the contest venue.
- The actual number of stations per category will be revealed on the day of the competition during the orientation prior to the competition proper.
- Challenges include:
  - Application of scientific and mathematical concepts and analysis of real-world data,
  - Developing scientific and mathematical solutions and solving problems, and
  - Presenting solutions and findings.
- Each team shall start at station 1. The next team will proceed after the time interval set by the PMT, based on the nature of the task.

- If the venue and resources can accommodate all teams simultaneously, they may start at the same time. However, if space or materials are limited, teams will complete the tasks in batches. Teams waiting for their turn will remain in the designated waiting areas until called.
- Each station will be equipped with sufficient materials and equipment to accommodate at least five teams simultaneously.
- Each station shall have a time limit for completing the task, which shall be determined by the organizer. A digital timer will be provided at every station, which the teams must activate by themselves when they begin their task and deactivate once they finish or choose to discontinue.
- For challenges involving oral presentation, each team presentation shall be limited to two (2) minutes only and followed by a five (5)-minute Question and Answer (Q&A) session.
  - All judges may ask questions, provided the Q&A remains within the allocated five-minute timeframe.
  - Each team must complete their presentation within two (2) minutes. For every additional minute beyond the allotted time, one (1) point will be deducted from the team's score for that station.
  - A timer shall be assigned for the task.
- Participants are not permitted to return to any previous station they chose to discontinue, even if they still have remaining time. Returning to discontinued stations will result in disqualification from the contest.
- Before the participants are called for the oral presentation, they will stay in a designated holding area.
- The total maximum time allotted to complete the whole STEMazing challenge is 180 minutes.
- Contest facilitators at each station will validate the team's answer or output.
- Any form of communication between the participants and other parties (e.g., coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification from the competition.
- At the end of the competition, the group with the highest cumulative score will be declared the overall champion. In case of a tie, a tie-breaker question will be given.
- The decision of the judges shall be final and irrevocable.

B.2 High School

- Teams shall navigate through multiple stations.
- There shall be seven (7) stations for STEMazing High School.
- Stations 1–5 shall focus on the demonstration of skills and learning competencies in Science and Mathematics, while Stations 6 and 7 shall assess participants' ability to integrate

and apply these learning competencies through engineering design process, innovation, communication, and collaborative problem solving in response to a real-world STEM challenge.

- Majority of the challenges shall focus on Science competencies.
- The number of stations per category shall be flexible, allowing the organizer to determine the distribution based on factors such as the nature of challenges, availability of materials and equipment, and the contest venue.

- Sample distribution of stations and points is shown below:

Category	Station	Maximum Points
Easy	1	10
	2	10
	3	10
Average	4	15
	5	15
Difficult	6	20
	7	20
TOTAL		**100**

- Challenges shall include:
  - ✓ Application of scientific and mathematical concepts and analysis of real-world data,
  - ✓ Developing scientific and mathematical solutions and solving problems through Engineering Design Process (EDP), and
  - ✓ Presenting solutions and findings.
- Each team shall start at station 1. The next team will proceed after the time interval set by the Technical Working Group (TWG), based on the nature of the task.
- If the venue and resources can accommodate all teams simultaneously, they may start at the same time. However, if space or materials are limited, teams will complete the tasks in batches. Teams waiting for their turn will remain in the designated waiting areas until called.
- Each station will be equipped with sufficient materials and equipment to accommodate at least five teams simultaneously.
- Each station shall have a time limit for completing the task, which shall be determined by the organizer. A digital timer will be provided at every station, which the teams must activate by themselves when they begin their task and deactivate once they finish or choose to discontinue.
- For Station 6 (Slide Deck Making), only one problem scenario shall be given to all participants. Moreover, the station shall cover a maximum of sixty (60) minutes.
- For Station 7 (Oral Presentation), each team presentation shall be limited to three (3) minutes followed by a maximum of seven (7)-

minute Question and Answer (Q&A) session.

- All judges may ask questions, provided the Q&A remains within the allocated seven (7)-minute timeframe.
- Each team must complete their presentation within three (3) minutes. For every additional minute beyond the allotted time, one (1) point will be deducted from the team's score for that station.
- A timer shall be assigned for the task.
- Participants are not permitted to return to any previous station they chose to discontinue, even if they still have remaining time. Returning to discontinued stations will result in disqualification from the contest.
- The total maximum time allotted to complete the whole STEMazing challenge is 150 minutes.
- Checkpoint marshal/s at each station shall collect the team's answer or output.
- Any form of communication between the participants and other parties (e.g., coach, parents, classmates, teachers, etc.) shall warrant automatic disqualification from the competition.
- At the end of the competition, the group with the highest cumulative score will be declared the overall champion. In case of a tie in both cumulative score and time, a tie-breaker question will be given.
- A Terms of Reference for the Program Management Team (PMT), Activity Host, Station Marshall, Supervising Marshall, and the Judges shall be provided.
- The decision of the judges shall be final and irrevocable.

C. Safety and Compliance

General Safety

Protocols

- Teams must stay within designated safe zones
- Mandatory use of specified safety equipment
- Access to water stations and rest areas
- Compliance with station-specific safety guidelines

Supervision and Support

- Station Masters present at each checkpoint
- Recognizable medical team on standby throughout the competition
- The safety officer will oversee all activities
- There must be a technical support team for digital components

Emergency Response Procedures

- Medical emergency response protocol
- Weather emergency contingency plans
- Technical failure backup systems
- Lost team search and recovery procedure

Incident Management

- Immediate reporting to Safety Officer
- Documentation through incident report forms
- Implementation of appropriate response measures
- Post-incident analysis and documentation

D. Scoring and Awards

Scoring System Implementation

- Digital real-time scoring through station verification
- Individual judge scoring followed by panel consensus
- Final verification by Head Judge and Technical Committee

Award Categories

- Main Awards:
  - Overall Champion (Medals + Certificates)
  - First Runner-up (Medals + Certificates)
  - Second Runner-up (Medals + Certificates)
  - Third Runner-up (Certificates)
  - Fourth Runner-up (Certificates)
- Recognition:
- Certificates of recognition for all competing students
  - Certificates of recognition for all coaches

E. Post Competition Rule

The main hall and waiting rooms shall be cleaned and organized by the participants before leaving their respective areas.

Terms of Reference

A. The Program Management Team (PMT) shall:

- ✓ Ensure the systematic and smooth conduct of the event.
- ✓ Coordinate with the Event Focal regarding preparations and requirements.
- ✓ Provide technical support as needed during the activity.
- ✓ Supervise the overall readiness and smooth execution of the contest.

B. The Host shall:

- ✓ Assist the PMT in ensuring the successful conduct of STEMAzing.
- ✓ Lead the group in the preparation, execution, and post-activity tasks regarding:
  a. Venue setup and cleanliness
  b. Manpower deployment
  c. Materials management
  d. Safety and risk management
- ✓ Ensure the billeting quarters and working areas for the Technical Working Group (TWG) are ready and properly arranged.
- ✓ Provide support to the Event Manager in coordinating personnel and logistics during the event.

C. The Event Facilitator shall:

- ✓ Record the beginning and end time of each team in the assigned station.
- ✓ Ensure that answer sheets are properly placed inside the envelope assigned to each team.
- ✓ Endorse all completed envelopes in the station to the Judges.
- ✓ Check the completeness of materials in the assigned station before and during the activity.
- ✓ Assist in the placement of markers, tables, and other related materials needed for the station.
- ✓ Provide technical assistance limited to the provision of necessary materials only.
- ✓ Refrain from coaching, giving hints, or assisting teams in answering tasks.
- ✓ Maintain order and proper documentation within the assigned station.

E. The Judges shall:

- ✓ Be a specialist in the field of STEM.
- ✓ Review competition guidelines and scoring rubrics.
- ✓ Evaluate the outputs based on originality, scientific accuracy, practical application, clarity, and teamwork.
- ✓ Provide impartial scores and constructive feedback.
- ✓ Maintain confidentiality of deliberations and declare any conflict of interest.

BAGONG PILIPINAS
IRIGA SPRINGS
Sa Serbisyong Tapat at Maagap, Edukasyon ay Dekalidad!
Sto. Domingo, Lungsod Iriga
iriga.city@deped.gov.ph

The Engineering Design Challenge provides participants with an authentic, contextualized STEM problem that requires the application of scientific knowledge, mathematical reasoning, engineering principles, and critical thinking to develop an innovative and feasible solution. The challenge is intended to simulate real-world engineering practice by engaging learners in the Engineering Design Process (EDP), where they analyze a problem, identify design criteria and constraints, generate and justify a solution, and effectively communicate their proposed design.

The focus of the challenge is not solely on arriving at a correct answer, but on demonstrating a systematic and evidence-based design process. Participants are expected to integrate concepts from Science and Mathematics, consider practical constraints and societal needs, and propose solutions that are technically sound, creative, sustainable, and responsive to the given context.

To provide flexibility while ensuring consistency in judging, teams may organize and present their ideas using a format of their choice. However, the presentation must clearly demonstrate the essential components of the Engineering Design Process and address all required contents prescribed in these mechanics. The presentation shall serve as the official basis for the oral presentation and the question-and-answer session.

Required Contents of the Presentation Deck

The presentation deck shall clearly communicate the team's engineering design solution to the given challenge. While the sequence and organization of the presentation are left to the discretion of the team, the presentation **must include** the following components:

1. **Problem Statement**
   Clearly define the engineering problem or challenge to be addressed.
2. **Needs, Criteria, and Constraints**
   Identify the intended users or stakeholders, design requirements, success criteria, and relevant constraints (e.g., cost, materials, time, safety, sustainability, environmental impact).
3. **Background Research and Analysis**
   Present relevant scientific and mathematical concepts, data, evidence, or contextual information that informed the team's understanding of the problem.
4. **Proposed Engineering Solution**
   Describe the proposed solution and explain how it addresses the identified problem and satisfies the stated criteria.
5. **Design Representation**
   Include a labeled sketch, schematic, flowchart, diagram, or conceptual illustration sufficient to explain the proposed design.
6. **Scientific and Mathematical Justification**
   Explain the scientific principles, engineering concepts, mathematical reasoning, calculations, or evidence supporting the

proposed design.

7. **Implementation Plan**
   Describe how the proposed solution could be developed or implemented, including the major steps, required resources, and practical considerations.
8. **Evaluation of the Proposed Design**
   Explain how the effectiveness of the proposed solution may be evaluated, including anticipated outcomes, potential limitations, possible risks, and opportunities for improvement.
9. **References**
   Properly acknowledge all sources of information, data, images, and other materials used in developing the presentation.
10. **AI Use Declaration**
    The presentation shall include a declaration indicating whether Generative Artificial Intelligence (AI) tools were used in preparing the presentation. If AI tools were used, the team shall specify the tool(s) used, the purpose of use, and affirm that the team's analysis, engineering decisions, and final presentation are their own work and that all AI-generated content has been critically reviewed and verified for accuracy.

Presentation Requirements

- The presentation shall consist of **not more than ten (10) content slides**, excluding the title slide.
- The organization, sequence, visual design, and layout of the presentation shall be determined by the team.
- All required contents listed above must be addressed in the presentation.
- You may use any slide deck application and any other application to enhance your presentation.
- The submitted presentation shall serve as the official basis for the oral presentation and the subsequent question-and-answer session.