



Republic of the Philippines  
DEPARTMENT OF EDUCATION  
Region VII, Central Visayas  
**SCHOOLS DIVISION OF NEGROS ORIENTAL**  
www.depednegor.net

**MEMORANDUM**

**TO :** Assistant Schools Division Superintendents  
Chiefs, CID & SGOD  
DEPSs/EPSSs/Division Coordinators  
District Supervisors/District In-Charge  
Public Elementary & Secondary School Heads  
All Others Concerned

**SUBJECT :** **SU-LAO FREE COMPUTER EDUCATION AND CREATIVITY CAMP  
SCHOLARSHIP FOR STUDENTS**

**DATE :** January 23, 2019

1. Attached is a communication from Silliman University, College of Computer Studies announcing their **SU- Lao Free Computer Education** and their **first call of application for the Creativity Camp Scholarship for students**, for the information and guidance of all interested junior and senior high school students.
2. For more details, see attached communication.

**WILFREDA D. BONGALOS, Ph.D., CESO V**  
Schools Division Superintendent

1/23/19

24 Jan 2019

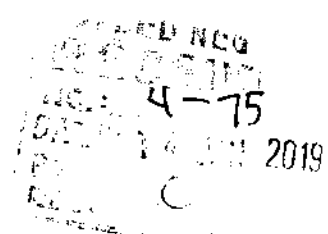


COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**  
*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation and Invention Laboratory**

January 14, 2019

**DR. WILFREDA D. BDNGALOS**  
 Schools Division Superintendent  
 Negros Oriental  
 (D35) 225-06-67; 225-28-38; 422-02-67



Dear **Dr. Bongalos**,

Cheers for 2019!

At the Silliman University College of Computer Studies, we start the year with exciting events! In particular, we continue to inspire innovation, ignite creativity and push for invention at the **Mariano Lao Innovation, Creation and Invention (ICI) Laboratory**. We just have launched the first batch of the SU-Lao Free Computer Education and release our first call of application for the Creativity Camp Scholarship for students.

In view thereof, we respectfully seek your endorsement to all high schools (junior & senior high) in your division to participate in any of the following activities ICI activities:

Activity Name	Date	Participants
Creativity Camp Scholarship	February 2 – March 30, 2019 (Every Saturday 8:00 – 5:00pm)	HIGH SCHOOL AND COLLEGE STUDENTS
2 <sup>nd</sup> Innovation, Creation & Invention Day - ICT Inventors Quiz Bowl	February 14, 2019	SENIOR HIGH SCHOOL STUDENTS
- Programming Competition		COLLEGE STUDENTS
1 <sup>ST</sup> SHS ICT Research Festival	March 4, 2019	GRADE 12 SENIOR HIGH SCHOOL STUDENTS
Free Computer Education (Batch 2) - Computer & Internet Fundamentals	April 6, 2019, to June 29, 2019 (Every Saturday 8:00 – 12:00)	RETIREES AND SENIOR CITIZENS
- Office Productivity Tools	April 6, 2019, to June 29, 2019 (Every Saturday 1:00 – 5:00)	TEACHERS & EMPLOYEES
- Basic Image & Photo Editing	April 7, 2019, to June 30, 2019 (Every Sunday 1:00 – 5:00)	HIGH SCHOOL AND COLLEGE STUDENTS
Research and Development Grant (up to P100,000.00)	Anytime	HIGH SCHOOL AND COLLEGE STUDENTS
Open Laboratory for learning, research, extension and recreation	Every Monday, Tuesday, Friday (9:00 – 12:00; 2:00 – 5:00pm)	HIGH SCHOOL AND COLLEGE STUDENTS

Kindly find the attached pertinent documents for more details. You can also access at <https://laoici.weebly.com>. For inquiries and registration, you may email us at [jci@su.edu.ph](mailto:jci@su.edu.ph), send a message at <https://www.facebook.com/LaoICILab>, or call us at 422-6002 local 419 or 09276851140 or visit us at the 2<sup>nd</sup> floor of the Mariano & Lina Lao Activity Center, Junior High School Building, Silliman University. Thank you very much.

Respectfully,

**Dave E. Marcial, Ph.D.**  
 Dean, College of Computer Studies Project Leader, ICI Laboratory

Mae - 09276851140

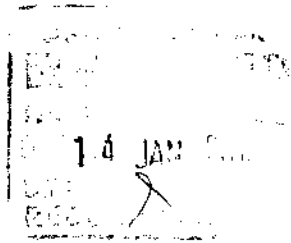


COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**

*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation, and Invention Laboratory**

**CREATIVITY CAMP**



The Mariano Lao Innovation, Creation, and Invention Laboratory (ML-ICI Lab) was established with the primary aim to provide a new learning space for high school and college students in Silliman and the community for them to innovate, create and invent technology-oriented products while having fun.

The laboratory will serve as a classroom, a teaching extension facility for teachers, a service-learning facility, a learning facility for robotics club, a recreation room, and most importantly, a mini-incubation facility. As a mini-incubation facility, the laboratory is mandated to be a place where students with an idea can be ignited and developed.

It is in this context that this Creativity Camp is formulated and opened to support the attainment of vision of ML-ICI laboratory.

**SCOPE**

The Creativity Camp is a competitive scholarship among top students in the province. It is specialized training on creativity to ignite and stimulate new and innovative ideas with an entrepreneurial value among high school and college students in the province. The training will be in hybrid delivery (Face-to-face and online). The face-to-face will be conducted by experts during Saturdays for 8 meetings. The online component will be delivered using the Silliman Online University Learning to augment the face-to-face discussions.

**ELIGIBILITY**

1. The scholarship is open to all bonafide junior and senior high school students as well as college students in Negros Oriental. Priority applicants will be those coming from Silliman University.
2. There are only 20 slots for the scholarship grant.
3. Scholars must submit a capstone project proposal at the end of the camp. Proposals need not be done individually, two scholars may collaborate on a project proposal. See details of the expected output.
4. Scholars must complete all training sessions. See training details.
5. Applicants will be evaluated based on the following:
  - a. Project Concept (technical merit, relevance and developmental nature, and entrepreneurial value-added)
  - b. School Performance (grade, extra & Co-curricular activities)
  - c. Research Involvement (participation, output, interests)

**APPLICATION AND SELECTION PROCESS**

1. A Call for Application will be announced and published in all media. The Call for Application will start at the beginning of the first semester.
2. Application and submission of requirements will be done online. Application form can be accessed at <https://laoci.weebly.com/creativity-camp.html>
3. All applicants will be subjected to interview by the technical panel. Interview maybe online, by phone or in person. Composition of the technical panel will include Mr. Lao or his representative, CCS Dean, CCS/Engineering Dean, Innovation Coordinator.
4. Below is the timeline:



COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**

*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation, and Invention Laboratory**

Date	Activities
3 <sup>rd</sup> Week of January	Deadline of the Call for Application
4 <sup>th</sup> Week of January	Announcement of Scholars
1 <sup>st</sup> Week of February – Last Week of March	Training
April 1 – May 1, 2018	Writing and Advising of Proposal
May 2 – May 15, 2018	Presentation & Awarding of Research Grant

**EXPECTED OUTPUT**

At the end of the camp, scholars must submit a capstone project proposal.

- The proposal must be a product development to be applied in the areas of agriculture, marine, and business.
- A product may be in the form but not limited to hardware or its prototype (e.g., 3D models), software application (e.g., web, mobile, multimedia), results from experiment (e.g., analytics, business plan, and models).
- Examples of new ideas to be developed are:
  1. a real time online blood donors' central referral and directory for Dumaguete (with appropriate safeguards for privacy);
  2. remodeling common items like wheelchairs, crutches, bancas, among others, to adapt to the Philippine countryside environment
  3. a text-based queuing system and solicitation for pedicab services
  4. a mobile app for traffic and parking management
  5. a mobile app related to disaster risk reduction and management
  6. a mobile app related to recycling or garbage management

**TRAINING DETAILS**

Course Name : IGNITING YDUR CREATIVITY

Duration : 8 meetings

Schedule : Every Saturday, 8:00 – 12:00; 1:00 – 5:00 pm, February 2, 2019 – March 30, 2019)

Learning Outcomes:

At the end of the course, the participants are expected to:

1. Identify, develop and act upon your creative potential
2. Use tools and other techniques for idea generation
3. Apply problem-solving and creative ideation skills to a real-life situation
4. Write and submit a project proposal

Outline:

Topic 1: What is Creativity: The Evolution, The Creative, The Process, The Product, and Context, Innovation, and Change

Topic 2: Problem-Solving Skills: Category, Process, Understanding Problems and Creating Solutions

Topic 3: Ideation: Tools, Design Thinking, Customer Discovery, and Experimentation

Topic 4: Writing Project Proposal

-end-



COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**

*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation and Invention Laboratory**

**ICT INVENTORS QUIZ BOWL**

1. The ICT Inventors Quiz bowl is aimed at demonstrating the knowledge of junior and senior high school students about technological inventions all over the world.
2. This is open to all high school and senior high school students from all public and private schools in Negros Oriental.
3. Participants must compose of 2 per team. A team may be eligible to participate in the contest if they meet the following requirements:
  - a. Each member of the team should be an enrolled student of the school this SY 2018-19
  - b. Both members of the team should be from the same school but does not necessarily have the same Grade level.
4. Registration is for FREE. Please register online at <https://laoci.weebly.com/competitions.html> on or before February 8, 2019 to join the contest.
5. Contest mechanics:
  - a. The quiz bowl shall consist of three rounds: EASY, AVERAGE and DIFFICULT.
  - b. Each round will have corresponding point equivalents for every correct answer: 1 point each for the EASY round, 2 points each for the AVERAGE round and 3 points each for the DIFFICULT round.
  - c. A quiz master will be guiding and giving the questions and setting the timer for each round.
  - d. The allotted time will vary depending on the complexity of the round.
  - e. Questions shall be inventions and innovations in the field of computer technology only. Sample questions can be accessed at <http://www.itquiz.in/latest-tech-quiz-questions-2017/> and <http://www.abc.net.au/science/games/quizzes/2008/technology/>
  - f. Questions shall be flashed in a screen for the participants and the quiz master to read but the team may only start answering even while the question is being read/flashed.
  - g. Timer starts after the second reading of the question by the quiz master.
  - h. Each team shall be provided with an iPad on which they should write their answers. At the end of the time allotted for the question, the team must stop writing and should raise their paper to show their answer.
  - i. At the end of the rounds, the scores from each round will be added cumulatively and the team with the highest score wins.
6. Student-winners will automatically get the following cash prizes plus training certificate:  
1<sup>st</sup> prize – P3,000.00  
2<sup>nd</sup> prize – P2,000.00  
3<sup>rd</sup> prize – P1,000.00
7. 1<sup>st</sup> Placer school-winner will receive Php 5,000.00 cash and certificate.
8. All decisions by the organizers will be final.

**-end of mechanics-**



## PROGRAMMING COMPETITION<sup>1</sup>

### 1.0 Language of the Contest

- 1.1 The language of the Contest is English.
- 1.2 All official written contest materials will be in English.

### 2.0 Team Composition

- 2.1 A team consists of three (3) bona fide students of a higher institution in Negros Oriental recognized by the Commission on Higher Education (CHED).
- 2.2 All members of the team must be an undergraduate student of a four or five-year course.
- 2.3 The student contestant must be enrolled during the current school year (SY 2018-2019).
- 2.4 A representative of the sponsoring institution of higher education, typically a faculty member, must serve as or designate the team coach.
- 2.5 The coach certifies the eligibility of contestants and serves as the official point-of-contact with the team prior to and during contest activities.
- 2.6 A team may only have one official coach. In the event that the official coach cannot attend the contest, he/she should send an official representative (someone affiliated from the same school/institution like a faculty member, staff member, school official, or graduate student (not undergraduate)).
- 2.7 A team is not eligible to compete in the contest until the contest director has accepted the team's registration.
- 2.8 Registration fee is free and must be submitted online at <https://laoci.weebly.com/competitions.html>. Registration must be accompanied by an endorsement from the College Dean. Deadline is February 8, 2019.
- 2.9 Teams failing to comply with any of these requirements will be ruled ineligible to compete.
- 2.10 Only registered alternates may be substituted for contestants.
- 2.11 Such substitutions must be entered in the Official Registration List by the contest director before the contest begins.

### 3.0 Contest Attendance and Attire

- 3.1 A team should have all three student members present during the contest proper.
- 3.2 The official coach or his designated representative is expected to attend or be available by phone during contest activities.
- 3.3 Team members and their coaches should wear proper attire during the contest.
- 3.4 The following are not considered proper attire: wearing sleeveless shirts ("sando"), short pants, slippers (or flip-flops).
- 3.5 During the contest proper, team members, alternates and coaches must wear their official nametags.
- 3.6 Failure to wear proper attire may result in automatic disqualification and forfeiture of any award and prize.

### 4.0 Conduct of the Contest

- 4.1 Solutions to problems submitted for judging are called runs. Each run is judged as accepted or rejected by a judge, and the team is notified of the results.
- 4.2 Notification of accepted runs may be suspended at an appropriate time to keep the final results secret. A general announcement to that effect will be made during the contest. Notification of rejected runs will continue until the end of the contest.
- 4.3 A contestant may submit a claim of ambiguity or error in a problem statement by submitting a clarification request to a judge. If the judges agree that an ambiguity or error exists, a clarification will be issued to all contestants.

---

<sup>1</sup> ACM Inter-Collegiate Programming Competition



4.4 Contestants should not converse with anyone except members of their team and personnel designated by the contest director.

4.5 Systems support staff may advise contestants on system-related problems such as explaining system error messages.

4.6 While the contest is scheduled three hours, the contest director has the authority to alter the length of the contest in the event of unforeseen difficulties.

4.7 Should the contest duration be altered, every attempt will be made to notify contestants in a timely and uniform manner.

4.8 A team may be disqualified by the contest director for any activity that jeopardizes the contest such as dislodging extension cords, unauthorized modification of contest materials, distracting behavior, wearing improper attire, and other improper activities or behavior.

4.9 Six problems will be posted. So far as possible, problems will avoid dependence on detailed knowledge of a particular applications area or particular contest language.

#### 5.0 Contest Computing Environment

5.1 The programming languages of the contest will include C/C++ and Java.

5.2 Each team will use a single workstation.

5.3 The contest director is responsible for determining that teams have reasonably equivalent computing resources.

5.4 The following are the computer hardware specifications:

Intel-based PC

5.5 The operating system is Microsoft Windows

5.6 Keyboard substitution will not be allowed (except when keyboards are found to be defective).

5.7 Network shared printers will be made available during the contest proper.

#### 6.0 Team Notebooks

6.1 A team is allowed to bring into the contest area, three copies of a team notebook, one copy for each contestant.

6.2 The notebook must be a three-ring binder that can hold 8.5" x 11" letter-size pages. Each notebook should have the name of the school and the name of the team prominently indicated on its front cover.

6.3 The notebook must have four sections, each section starting with a tabbed divider, labeled NOTES, HANDOUTS, REFERENCE, and WORK.

6.3.1 NOTES -- contains at most four (4) pages of single-sided hand-written notes.

6.3.2 HANDOUTS -- contains only those handouts provided by the contest staff. These handouts may include hand-written comments and corrections.

6.3.3 REFERENCE -- contains up to twenty-five pages of printed notes, single spaced, single sided, in 12 point font of the team's choice, with one-inch margins on all sides. These notes must be the same for all three members of the team.

6.3.4 WORK -- contains a reasonable number, but not more than 100 pages, of blank bond paper and graphing paper, all letter-size, for the team member to use as scratch papers during the contest.

6.4 The notebook may have a plastic pouch containing pencils, pens, erasers, ruler, compass, protractor, and triangles.

6.5 The team members may not bring a calculator to the contest, but the team may use the calc.exe program that is provided by Windows.

#### 7.0 Scoring

7.1 A problem is solved when it is accepted by the judges.

7.2 The judges are solely responsible for accepting or rejecting submitted runs.

7.3 In consultation with the judges, Contest Director determines the winners of the contest.



COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**

*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation and Invention Laboratory**

- 7.4 The contest director and judges are empowered to adjust for or adjudicate unforeseen events and conditions.
- 7.5 The decisions of the judges are final.
- 7.6 Teams are ranked according to the most problems solved.
- 7.7 For the purposes of awards, teams who solve the same number of problems are ranked by least total time.
- 7.8 Any number of teams coming from the host university may participate and shall be awarded points in the same manner as the other participants. However, the performance of the teams from the host university shall not be included in the ranking among all the participants nor in the awards.
- 7.9 The total time is the sum of the time consumed for each problem solved.
- 7.10 The time consumed for a solved problem is the time elapsed from the beginning of the contest to the submittal of the accepted run plus 20 penalty minutes for every rejected run for that problem regardless of submittal time.
- 7.11 There is no time consumed for a problem that is not solved.
- 7.12 It is the responsibility of the Contest Director to specify any additional tie-breakers.
- 7.13 The tie-breaker policies must be announced to contestants before the contest begins.
- 8.0 Certificates and Awards
- 8.1. Certificates of Achievement will be given to all qualified participants and their coaches.
- 8.2 Trophies/plaques will be awarded to the top three (3) teams:
- 8.2.1 First Place (Champion) = P3,000.00
- 8.2.2 Second Place = P2,000.00
- 8.2.3 Third Place = P1,000.00
- 8.3 1st Placer school-winner will receive Php 5,000.00 cash and certificate.
- 9.0 Complaints, Appeals, and Remedies
- 9.1 If irregularities or misconduct are observed during the contest, team members or coaches should bring them to the attention of the Contest Director immediately so that action may be taken as soon as possible.
- 9.2. The decision of the Board of Judges regarding awarding of prizes is final.
10. Minor Changes/ Corrections
- 10.1 Minor changes or corrections (if there any) to this document shall be announced before the start of the Contest Proper and shall be posted on notice boards within the Contest venue.

-end-





**GRADE 12 SENIOR HIGH SCHOOL RESEARCH FESTIVAL**

**Purpose**

1. To encourage and stimulate interest in research in any field of study with the use and integration of information and communication technology (ICT).
2. To provide an opportunity for a senior high school to organize and present their original research through oral and poster presentations.
3. To provide an opportunity for networking among senior high school students and teachers in the area of educational technology.

**Eligibility & Mechanics**

1. This is open to all Senior High Schools in Negros Oriental.
2. Authors must be bonafide Grade 12 senior high school students for SY 2018-2019.
3. The work can be basic or applied research.
4. Work must have been done individually or in a team.
5. A signed letter from the adviser and principal verifying the originality of the student's work will be required.
6. A full paper must be submitted. There is no required specific format, but it is expected that the basic chapters (Abstract, Introduction, Review of Related Literature, Methodology, Results and Discussion, Conclusions and Recommendations) are included. There is no word limit, but the abstract must not be over than 500 words. There must be at least three keywords.
7. The full paper (pdf format) and the scanned copy of the endorsement letter must be submitted online.
8. Submission link is at <https://laoici.weebly.com/competitions.html>
9. Submission deadline is on February 22, 2019.
10. At least one author is required to attend and present the paper during the festival day to be eligible for the award which will be on March 4, 2019.
11. Criteria for Judging<sup>1</sup>:
  - Background, originality & significance (50%)

This category attempts to evaluate the importance of the study. Judges will consider the following questions: Does the study show originality or creativity in research design and/or interpretation? Does it address a new problem or an old problem in a new way? Are the study and its results important? Do they shed new light on the issue at hand, or suggest important new methods, procedures, etc.? Or does the study report a necessary and valuable replication of earlier work? Does the presentation make a clear case for how the research fits into a larger context? Does the student address the issue of the study's importance to the field of primatology?
  - Research Design (30%)

This category refers primarily, but not exclusively, to methods of data collection and analysis. Judges will consider the following questions: Are the study's objectives clearly stated, along with specific hypotheses or test predictions? Are the research methods sound? Do they produce data that address the proposed objectives? Are statistical analyses used appropriately? Where such analyses are lacking, is there a clear rationale for adopting another approach?
  - Organization (20%)

Does the paper present a logical flow of ideas and material? Does it move smoothly from one topic to the next, rather than jumping around, and therefore make a cogent argument? Has it been developed to make effective use of the allotted time frame?
12. Authors of each winning paper will automatically get the following cash prizes plus training certificate:
  - 1st prize – P3,000.00
  - 2nd prize – P2,000.00
  - 3rd prize – P1,000.00
13. 1st Placer school-winner will receive Php 5,000.00 cash and certificate.
14. All decisions by the organizers will be final.

-end-

<sup>1</sup> ASP Education Committee, retrieved from <https://www.asp.org/grants/studentprizeawards/judging.cfm>



**SILLIMAN**  
UNIVERSITY



INNOVATION | CREATION | INVENTION

**Mariano C. Lao**  
Technology Laboratory

**CALL FOR PARTICIPATION to the**  
**SU & LAO FREE COMPUTER EDUCATION PROGRAM**

- ✓ **RETIREES OR SENIOR CITIZENS (Computer & Internet Fundamentals)**  
April 6, 2019 to June 29, 2019 (Saturdays 8:00 – 12:00noon)

*To register,*

- *call 422-6002 local 419 or*
- *visit the Mariano Lao Innovation, Creation & Invention Laboratory, 2<sup>nd</sup> Flr, Mariano & Lina Activity Center, Junior High School, Silliman University ar*
- *fill out the online registration at <https://tinyurl.com/lao-freeseniors>*

- ✓ **HIGH SCHOOL OR COLLEGE STUDENTS (Image and Video Editing)**  
April 7, 2019 to June 30, 2019 (Sundays 1:00 – 5:00pm)

*To register:*

- *fill out the form at <https://tinyurl.com/lao-freestudent>*

- ✓ **FACULTY OR EMPLOYEES (Office Productivity Tools)**  
April 6, 2019 to June 29, 2019 (Saturdays 1:00 – 5:00pm)

*To register,*

- *fill out the form @ <https://tinyurl.com/lao-freeemployees2> or*
- *call 422-6002 local 419 or*
- *visit the Mariano Lao Innovation, Creation & Invention Laboratory, 2<sup>nd</sup> Flr, Mariano & Lina Activity Center, Junior High School, Silliman University*

**One best performer per batch**  
**gets to take home a brand new laptop**

**This invitation is open to ALL!**



LIKE US ON facebook.com/LaoCILab  
2ND FLOOR OF MARIANO AND LINA LAO ACTIVITY CENTER  
JUNIOR HIGH SCHOOL DEPARTMENT, SILLIMAN UNIVERSITY, DUMAGUETE CITY

<http://laoici.weebly.com>



COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**  
*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation and Invention Laboratory**

## OPEN LAB FOR STUDENTS



**SILLIMAN UNIVERSITY**



INNOVATION | CREATION | INVENTION

**Mariano C. Lao  
 Technology Laboratory**



**HS & College Students,**  
 we are OPEN

*for learning, research, extension & recreation!*

**Monday, Tuesday, Friday, & Saturday**  
**(8:00 – 12:00; 2:00 – 5:00)**





**RESEARCH AND CAPSTONE GRANT AT  
MARIANO LAO INNOVATION, CREATION, AND INVENTION LABORATORY**

The Mariano Lao Innovation, Creation, and Invention Laboratory (ML-ICI Lab) was established with the primary aim to provide a new learning space for high school and college students in Silliman and the community for them to innovate, create, and invent technology-oriented products while having fun.

The laboratory will serve as a classroom, a teaching extension facility for teachers, a service-learning facility, a learning-facility for robotics club, a recreation room, and most importantly, a mini-incubation facility<sup>1</sup>. As a mini-incubation facility, the laboratory is mandated to be a place where senior high students with idea and prototype products can discuss with business people and people with capital, on how to make business enterprise using the ideas and prototype. It is an open space for research and development, capstone project, and immersion on technology-oriented activities among senior high school students.

It is in this context that this research and capstone grant is opened to support the attainment of vision of ML-ICI laboratory.

**Scope**

The Research and Capstone Grant is a competitive scholarship amounting to a maximum of P100,000.00 for a maximum of 2 years. It aims to stimulate new and innovative ideas with an entrepreneurial value among high school and college students. The laboratory envisions that grant to be a support towards serious incubation cycle. The grant will provide students an opportunity to learn and work together, develop and test new ideas, and engage in innovative and active learning.

Proposals that will need additional fund may be granted subject to another screening and evaluation. Likewise, project timeline maybe increased or extended subject to screening and evaluation. Proponents must submit in writing an explanation of extension.

**Grant Eligibility**

1. The grant is open to all junior and senior high school students as well as college students in the Negros Oriental. Priority applicants will be those coming from Silliman University.
2. The research or capstone may be composed of a maximum of 5 students. A combination of student year levels are allowed. Collaboration with other schools are also accepted. Each proposal must have a faculty mentor. Each team member must be endorsed by their respective principals.

---

<sup>1</sup> Mariano Lao Innovation, Creation, and Invention Laboratory Project Proposal



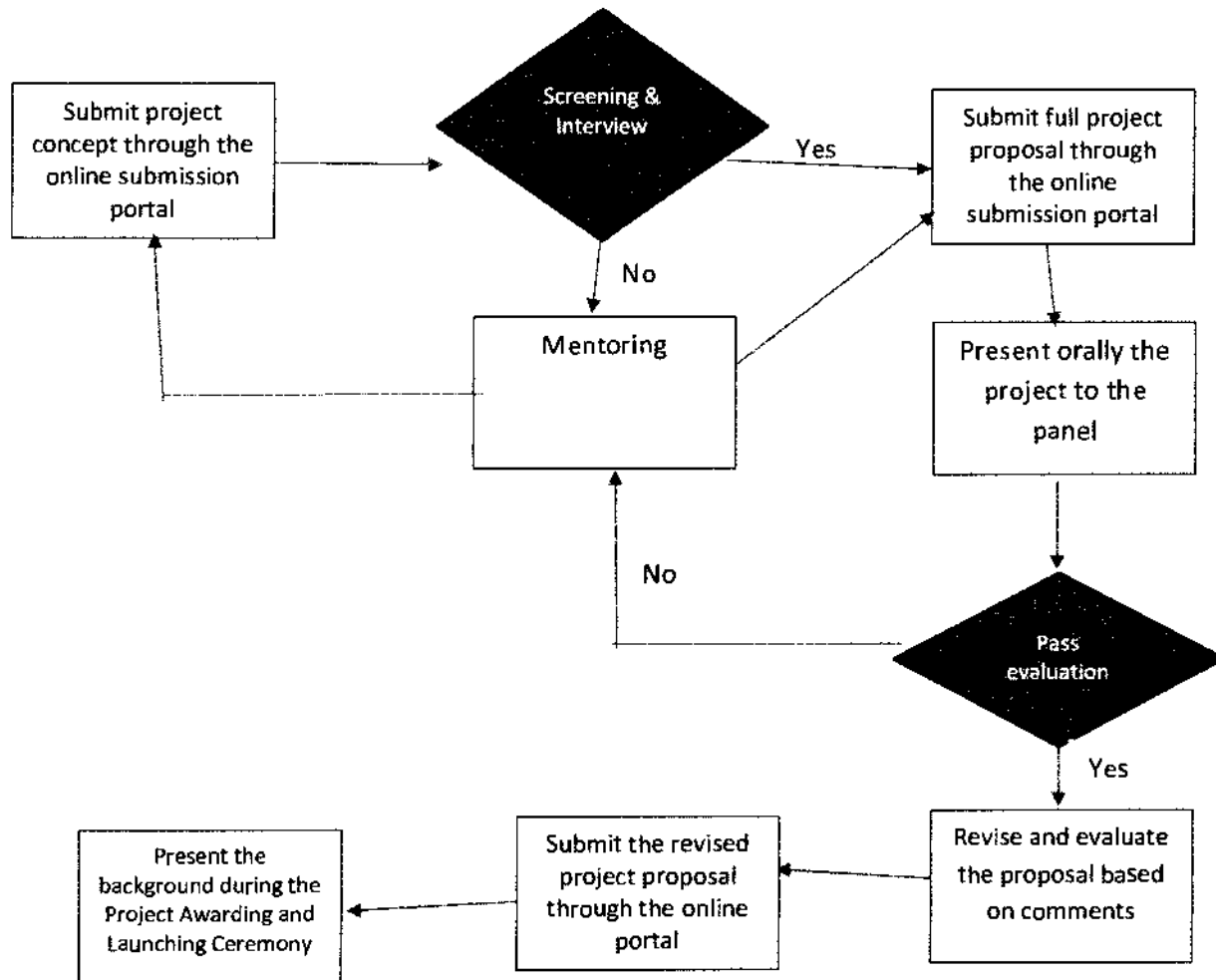
3. The proposal must have an entrepreneurial value.
4. It must be a product development to be applied in the areas of agriculture, marine, and business. A product may be in the form but not limited to hardware or its prototype (e.g. 3D models), software application (e.g. web, mobile, multimedia), results from experiment (e.g. analytics, business plan and models).
5. The project proposal must utilize existing instruments, equipment, and materials in the Laboratory or in the University/School. Materials that are not available in ML-ICI Lab may be included in the proposal. Newly acquired instruments, equipment, and materials shall be deposited and placed at the ICI Laboratory for sharing purposes.
6. The Grant will only include maintenance and operating expenses (supplies and materials, communication, training, transportation and travel, among others) and materials and equipment. All funds must be properly liquidated.
7. All proposals must have a provision of producing at least 1 publishable articles.
8. Project proposals will be evaluated based on (1) technical merit; (2) relevance and developmental nature; (3) entrepreneurial value-added;

### **Application and Selection Process**

1. A Call for Research and Capstone Proposals will be announced and published in all media. The Call maybe in the form of written submission or a boot camp.
2. The Call for Proposals will start every February. Presentation and pitching will be every May and December.
3. Composition of the technical panel will include Mr. Lao or his representative, Research Director, CCS/Engineering Dean, Expert from the field of study, entrepreneurship expert)
4. All proponents must adhere to the policies and guidelines set in this research grant especially on the documentation guidelines. See Appendix C for the documentation guidelines.
5. Proponents must follow the application procedure. See Appendices A and B for the procedure.

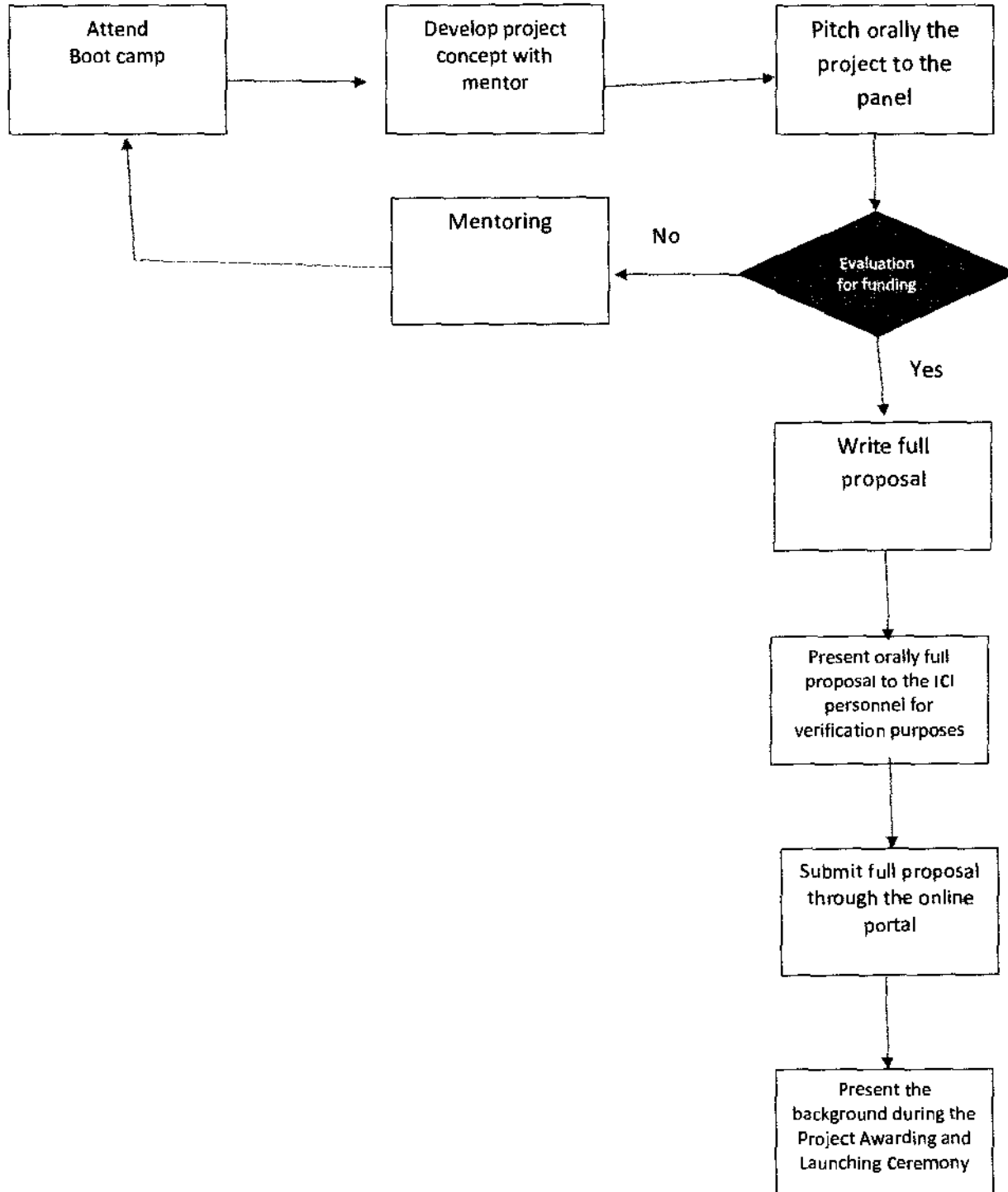


**Appendix A. Procedure for Written Submission**





**Appendix B. Procedure for Bootcamp or Innovation Camp**





**Appendix C. Documentation Guidelines**

**APPLICATION FORM**

(adapted from CHED Proposal Templates)

**I. General Information**

<b>Are you applying as a collaboration?</b>	<input type="checkbox"/> <b>YES</b> (Fill out the required information for the Lead School and member Schools) <input type="checkbox"/> <b>NO</b> (Fill out the required information for the Lead School only)
---	---

<b>A. Lead School</b>			
<b>School Name</b>	Enter complete name here		
<b>School Type</b>	Enter school type here (Private or Public)		
<b>Address</b>	Enter complete address here		
<b>Contact Number</b>	(e.g. (02) 555-4321 or +63 987 65 43 210)		
<b>Email</b>	Enter email address here		
<b>Head of the School</b>	Last Name, First Name, MI	<b>Designation</b>	Enter Designation here
<b>Name of the Proponent/ Project Leader</b>	Last Name, First Name, MI	<b>Year Level</b>	Enter year level here
<b>Name of the Members</b>	Enter of Member 1 (Last Name, First Name, MI)	<b>Year Level</b>	Enter year level here
	Enter of Member 2 (Last Name, First Name, MI) *add additional row if necessary	<b>Year Level</b>	Enter year level here
<b>Research/Project Adviser</b>	Last Name, First Name, MI	<b>Designation</b>	Enter position and Designation here

<b>B. Member Schools</b> <i>(provide additional sheets if necessary)</i>	
<b>School Name</b>	Enter complete name here
<b>School Type</b>	Enter school type here (Private or Public)





COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**

*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation, and Invention Laboratory**

<b>Address</b>	Enter complete address here		
<b>Contact Number</b>	(e.g. (02) 555-4321 or +63 987 65 43 210)		
<b>Email</b>	Enter email address here		
<b>Head of the School</b>	Last Name, First Name, MI	<b>Designation</b>	Enter designation
<b>Name of the Members</b>	Enter of Member 1 (Last Name, First Name, MI)	<b>Year Level</b>	Enter year level here
	Enter of Member 2 (Last Name, First Name, MI) *add additional row if necessary	<b>Year Level</b>	Enter year level here
<b>Research/Project Coordinator</b>	Last Name, First Name, MI	<b>Designation</b>	Enter position and Designation here

<b>B. Member Schools</b> <i>(provide additional sheets if necessary)</i>			
<b>School Name</b>	Enter complete name here		
<b>School Type</b>	Enter school type here (Private or Public)		
<b>Address</b>	Enter complete address here		
<b>Contact Number</b>	(e.g. (02) 555-4321 or +63 987 65 43 210)		
<b>Email</b>	Enter email address here		
<b>Head of the School</b>	Last Name, First Name, MI	<b>Designation</b>	Enter designation
<b>Name of the Members</b>	Enter of Member 1 (Last Name, First Name, MI)	<b>Year Level</b>	Enter year level here
	Enter of Member 2 (Last Name, First Name, MI) *add additional row if necessary	<b>Year Level</b>	Enter year level here
<b>Research/Project Coordinator</b>	Last Name, First Name, MI	<b>Designation</b>	Enter position and Designation here

**II. Project Proposal Information**

<b>Problem Domain</b>	<input type="checkbox"/> Marine <input type="checkbox"/> Agriculture <input type="checkbox"/> Business
-----------------------	--



COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**  
*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation, and Invention Laboratory**

	<input type="checkbox"/> Others (pls specific _____)
<b>Project Title</b>	Enter project title here
<b>Rationale</b>	Please include in this section: 1. Background information relating to the proposal 2. Expected transformations or effects of the implementation of the project 3. Response to the Grant Thrusts
<b>Duration</b>	Enter duration here.

**III. Schedule of Activities**

Provide a **Gantt Chart** presenting the schedule of activities for the proposed project

**IV. Proposed Budget.**

Project and Plan for Cascading Best Practices *(Provide additional sheets if necessary)*

Items/Particulars	Counterpart Support	Amount
Enter expenditure here	Enter amount (item) here	Enter amount here
<b>Total</b>	Enter total here	Enter total here
<b>Total amount requested</b>		Enter total here

**SUBMITTED BY:**

x \_\_\_\_\_  
*(Signature over printed name of project leader/Lead School point person)*

Date:



COLLEGE OF COMPUTER STUDIES  
**SILLIMAN UNIVERSITY**  
*Building Competence, Character & Faith*

**MARIANO LAO Innovation, Creation, and Invention Laboratory**

**NOTED BY:**

X \_\_\_\_\_  
(Signature over printed name of Lead School Project Adviser)  
Date:

X \_\_\_\_\_  
(Signature over printed name of Member School Project Adviser)  
Date:

X \_\_\_\_\_  
(Signature over printed name of Member School Project Adviser)  
Date:

**REVIEWED AND ENDORSED BY:**

X \_\_\_\_\_  
(Signature over printed name of Lead School Head)  
Date:

X \_\_\_\_\_  
(Signature over printed name of Member School Head)  
Date:

X \_\_\_\_\_  
(Signature over printed name of Member School Head)  
Date:

*Attachment: Profile of the proponents*



PROPOSAL TEMPLATE  
(to be submitted by the pre-screened applicants)

Title	
Duration	
Project Leader and School Affiliation	
Members and School Affiliation	
Problem Domain	

- I. INTRODUCTION
  - A. Background of the Study
  - B. Statement of the Problem / Objectives of the Study
  - C. Hypothesis (if applicable)
  - D. Significance of the Study (with a section on Entrepreneurial Value)
  - E. Scope and Limitations
  - F. Definition of the Terms
- II. REVIEW OF RELATED LITERATURE AND THEORITICAL FRAMEWORK
  - A. Related Literature
  - B. Theoretical Framework
  - C. Conceptual Framework
- III. METHDDOLOGY
  - A. Research Design or Development Method
  - B. Research Environment or Development Setting
  - C. Respondent or Client/Users
  - D. Research Instrument or Development Tools
  - E. Data Collection Procedure or Design Methods
  - F. Data Analysis and Procedure or Analysis Methods

*Note: Sections in methodology may vary according to the type of research*

-end of grant details-