REGULATIONS FOR THE "FARABI PROJECT CHALLENGE" INNOVATIVE PROJECT COMPETITION

1. GENERAL PROVISIONS
Organizer: Al-Farabi Kazakh National University, Faculty of Information Technology.
Competition Objectives:
- Identify and develop students' creative abilities in the field of information technology.
- Stimulate interest in scientific research activities.
- Support talented students and foster Kazakhstan's intellectual potential.
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2. PARTICIPATION REQUIREMENTS
- The competition is open to students from all universities in the Republic of Kazakhstan.
- Participation format: individual or team-based (up to 5 students + 1 instructor).
- Each team selects only one of the proposed projects for implementation.
- Projects must be completed within the specified timeframe.

3. COMPETITION STRUCTURE
3.1. STAGES
The competition consists of two stages:
1. **Preliminary Stage** (in-person) – March 27, 2025, 14:00.
   o Location: Faculty of Information Technology,KazNu, Al-Farabi Avenue, 71/23.
   o Project presentation before the jury (7–10 minutes).
   o The best projects advance to the final stage.
2. **Final Stage** (in-person) – April 19, 2025, 14:00.
   o Location: Farabi-HUB,KazNU.
   o Presentation of refined projects before the commission.
   o Selection of competition winners.

3.2. TASKS AND EVALUATION
- Number of tasks: 2.
- Points per stage: 100.

5. PROJECT SUBMISSION
Submission Format:
- Demonstration of the written program and its functionality before the commission.
- Electronic presentation (5–6 slides, MS PowerPoint format).
- Free-form presentation.

6. AWARDS
6.1. PRIZES
Task 1
- 1st place – 250,000 KZT.
- 2nd place – 175,000 KZT.
- 3rd place – 100,000 KZT.

Task 2
- 1st place – 150,000 KZT.
- 2nd place – 100,000 KZT.
- 3rd place – 75,000 KZT.

7. PROJECT REQUIREMENTS
- Compliance with competition objectives.
- Clear problem statement.
- Concrete results and implementation timeline.
- Creative and research-based approach.
- Analysis, conclusions, and recommendations.
- Practical significance.
- Accompanied by visual materials (diagrams, tables, charts, etc.).

8. PROJECT SELECTION AND COMMISSION

Project selection is carried out by a jury consisting of:

- 5–10 members.
- Representatives of the academic staff of Al-Farabi KazNU.
- Representatives of IT companies.

Commission Responsibilities:

- Develop competition tasks.
- Review applications and projects.
- Summarize results and announce winners.

9. CONTACT INFORMATION

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PROJECT EVALUATION CRITERIA

The project works of the competition participants are evaluated based on indicators reflecting competence components. If a corresponding indicator is missing, no points are awarded. The maximum possible score is **100**.

No.	Student Name / Team Name	Indicators of competence manifestation					
		Functionality (30 points)	Technical Implementation (20 points)	Innovation (20 points)	Visualization and Usability (10 points)	Relevance and Practical Application (10 points)	Presentation (10 points)

Criteria Description:
1. **Functionality (30 points)** – How well the project performs the declared functions and meets the set objectives.
2. **Technical Implementation (20 points)** – The level of technical development of the project, use of modern technologies.
3. **Innovation (20 points)** – Novelty of the idea, uniqueness of the approach.
4. **Visualization and Usability (10 points)** – Aesthetic design, ease of use.
5. **Relevance and Practical Application (10 points)** – Importance of the project for the industry, possibility of real implementation.
6. **Presentation (10 points)** – Quality of project presentation, persuasiveness of arguments.