School of International Relations and Diplomacy

Symposium
Topic: What Does America's Political Polarization Mean for Competition with China?

The ongoing process of globalization and innovation leads not only to ever denser international and transnational relations, it also accentuates resistance against the global political order, as is evident in increasing opposition to liberal economic models, disregard for international regulations and open protest against 'western values', In this competition organize your thoughts. Have a strong opening. Define terms early. Finish with a bang. Design PowerPoint slides to introduce important information. Time yourself. Do not wait until the last minute to time your presentation. Be excited. Speak with confidence in a panel discussion. Make eye contact with the audience equally. Avoid reading from the screen. The use of handouts is highly recommended. Scores, excerpts, scripts, diagrams, will do much to help you achieve goal. The plenary session will be moderated by rapporteurs. The theme circumvents the topic. Each team will be given 15 minutes to present a paper on how innovation, thinking, policies can be used to spearhead international relations and diplomacy. 3 minutes for QA session. The best three proposals will carry the day. The use of handouts or other visuals is highly recommended. You will need to transmit a large amount of information in a short time. this

School of Journalism and Multimedia

Film making Competition
Topic: "Love Story"
In this competition students have to apply technical innovation, young directors, new tendencies and new audiovisual languages hailing from the countries bordering Kenya.   Films must be submitted as an online streaming video via a participating submission platform a password-protected streaming URL, or on DVD with NTSC or PAL formatting which must be tested before they are sent. The film must have high quality cinematography productions and the film should have the opportunity to stimulate co-production within Kenya and enhance the understanding of the themes connected to passion, commitment, character's feelings and motivations. Try to explore the full range of human emotions and the applicants are solely responsible for obtaining all necessary rights and permissions for third-party materials included in the film, like music, trademarks, logos, copyrights, and other intellectual property rights. Your film should be 8 minutes long. Only 10 films will enter the final competition. There will be a 3 minutes QA session.

Riara Law School
Debate

The aim of this competition is to ensure that general public is aware of the various legal implications of emerging technologies, and with particular regard to their rights and freedoms. Aside from that, teams will have an opportunity to hone their Debating skills. Each team is required to come prepared to argue in favor or in opposition of the motions, and an interjector to interject the competing team which will be forwarded to them upon registration. The line- up for the first knock out stage will be carried out on lottery. Once the teams arrive. They will be given 10 minutes to prepare for the motion. The time allocation for each team during the competition will be 15 minutes, in which they will spread the time among themselves, as to who will be the first and second speakers alongside the interjector. From the first knock-out stage, the proceeding teams will be evaluated on the points scored, and only the top 12 teams will proceed to the second knock out stage.

1. **Topic: (First Knock out Stage) Are gay rights human rights .Should gaysim be legalized?**
2. **Topic: Should Cannabis smoking be legalized in Kenya and to what extent (Second Knock out Stage) from second knock out stage 6 finalist will be chosen on basis of their points scored.**
3. **Topic: Capital Punishment should be preserved for serial killers and international terrorists.**

The top three teams will be selected, based on the highest score.

Day 1: Thursday 21st February 2019

Event Nomenclature	Room	Time
Arrival and Registration	Graduation Square	8:00 am – 10:00 am
Opening Keynote	G/15	10:30 am – 11:30 am
Computer Quiz (Preliminary Round)	Digital Library	12:00 pm – 2:00 pm
Robotics	2/3	12:00 pm – 2:00 pm
Website Presentation	SF3	12:00 pm – 2:00 pm
Coding Competition	G4	12:00 pm – 2:00 pm
Preliminary Debate	1/16	12:00 pm – 2:00 pm
Digital Presentation	G/13	12:00 pm – 2:00 pm
LUNCH 2:00 pm – 3:00 pm		

Day 2: Friday 22nd February 2019

Event Nomenclature	Room	Time
Final Debate Session	1/14	9:30 am – 1:00 pm
Computer Quiz Finals	2/3	9:30 am – 1:00 pm
Symposium	Moot Court	9:30 am – 1:00 pm
Share Knowledge Competition	1/16	9:30 am – 1:00 pm
Film Making Competition	G15	9:30 am – 1:00 pm
Biashara Bunifu Competition	2/16	9:30 am – 1:00 pm
LUNCH 1:00 pm – 2:00 pm		
Awards Ceremony	G/15	2:00 pm – 4:00 pm

Rules and Guidelines for the Competition:

- ❖ **Deadline for registration will be on the 29th January 2019.**
- ❖ **Students in the competitions will be in groups of three (3) for each particular event, with the exception of the Robotics Competition with four (4).**
- ❖ **The teams must comprise of enrolled students at any recognized college or University in Kenya.**
- ❖ **Each university is limited to two teams only comprising of three members.**

Aspiring Innovator Intervarsity Competition

Riara University
nurturing innovators

LEADING Edge Clan

Leverage path finding solutions.

School of Business

Biashara Bunifu (Innovative Business Model)

People within companies are trying to innovate, but their success depends on the actions of leadership. "What we need is leadership that goes beyond money and lip service," "It's not just government organizations that are having a hard time, it's every single company in the world that has a challenge with creating breakthrough growth,"

Competition allows students to present their business to judges who are experienced entrepreneurs outside the University of Riara for the opportunity to win seed funding for their business. This competition is based on the methodology of the Business Model Canvas, requires that companies tell their story beginning from the idea stage, including pivots along the way. What is expected from the team!

You have your idea – now you need to test it with customers, alter your ideas based on feedback, and repeat this process until you know your idea meets your customers' needs. Your presentation for this competition should tell the story of this process.
Answer the following questions:
- What is your team/business name?
- What email can we use to contact your team?
- What phone number can we use to contact your team?
- 500words submission telling the story of your validation process. How many people have you talked to? With whom have you validated?
- Why do you feel that you are on the right track? Anything else to show that you are validating and proving your concept. Be sure to address the 5 areas of the judging criteria.
- Any capital investment? How much, when, and from whom?
- Any revenue? How much? When it began?
- You are allowed to narrate your business model for maximum of 8 minutes and 3 minutes for QA session.

School of Computing

Digital Presentation:

This competition is increasingly important in innovating and achieving business goals, and its pervasive effects have resulted in the radical restructuring of entire industries. Consequently, managers' extensive interest in handling digital innovation is not surprising. Recent research has illustrated how digital technologies give rise to a vast potential for product and service innovation that is difficult to control and predict.

A popular way of presenting that especially speaks to everyone, is 'Conversation Presenting'. This is where presenting in 2018 and the future is aiming for. The conversation topic will be determined by the audience as well, which will create a relaxed vibe in the room with a natural dialogue. Where we were used to think about presentations from slide to slide, we are now able to communicate with our audience innovatively through our presentations. Each tool is therefore innovative in a different way. All of them support you during the creation of your presentation and take on important elements in your presentations. The time for actual presentation is 20 minutes and 5 minutes for QA session.

Topic: "Driverless Cars"

Tips to be considered:
- Map out your strategy in advance.
- Always focus on the learning goals.
- Text should be concise, clear, and carefully crafted. Use high quality, relevant images.
- Keep colors, branding, and overall design consistent throughout.
- Include audio or video to create a more immersive experience.
- Embed links to references and resources.
- Integrate real life examples.
- Include Stasitics, testimonials, demonstrations and analogies.
- Can use any package like Flash, Adobe creative suite, Slide dog, Prezi business etc.
- Limit the amount of time spent on each slide.

Robotics

Robotics has the potential to positively transform lives and work practices, raise efficiency and safety levels and provide enhanced levels of service. Even more, robotics is set to become the driving technology underpinning a whole new generation of autonomous devices and cognitive artefacts that, through their learning capabilities, interact seamlessly with the world around them, and hence, provide the missing link between the digital and physical world. Robotics is already the key driver of competitiveness and flexibility in large scale manufacturing industries. Robotics & Innovation is the essential guide to the rapidly developing technologies that are set to change the logistics world. The use of robotics and artificial intelligence now pervade various areas of our daily lives – cars can park themselves, floors can be cleaned with the touch of button and warehouses have fleets of robot staff. The robotics competition prepares youth to become future innovators with 95 percent of participants reporting an increased interest in STEM subject areas and per suiting STEM related career. 25 minutes will be given to demonstrate the Robot and 5 minutes for QA session. THEME: "INFINITY PATH"
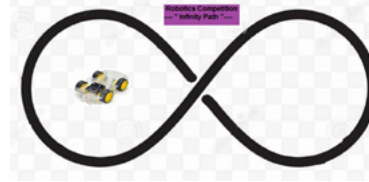
This year's intervarsity robotics competition goes by the theme "Infinity Path" and is inspired by the mushrooming of great technologies and innovations that is converging various technology solutions into providing seamlessly never ending human problems, hence the infinity path to technology & innovation.

In this competition, the students of computing and engineering sciences are offered yet another opportunity to demonstrate innovative skills by coming up with an autonomous robot capable of navigating the "Infinity Path" while demonstrating basic artificial intelligence, subject to the rules of the competition. The competition will inculcate values such as collaboration and coordination of project tasks as well as sharing ideas, hence a good venue for nurturing innovators. It will give the students an opportunity to experiment on the skills and knowledge they acquire from computing, engineering and other STEM related studies. In addition to learning valuable skills, the students gain life skills such as teamwork, perseverance, communication, collaboration, project management, and critical thinking. The Robotics Competition prepares students to become future innovators with 95% of participants reporting an increased interest in STEM subject areas and pursuing STEM-related research.

Competition Rules and conditions.

- Every university / college participating in the competition can have one or two teams only.
- Each team presenting their robot during competitions shall have not more than six presenters.
- Competing teams shall be accorded 10 to 15 minutes each, to demonstrate the performances of their robotic system.
- Competing team members shall be obliged to answer questions from the judges and the audience.
- Robotic system shall be autonomous and will not be controlled by humans directly, physical or remotely.
- "Infinity path" specifications.
- Tracking path width shall be 6 cm and 12 cm in width.
- Tracking path field should not be less than 2 meters long and 1 meters wide.
- The tracking path for the robot can be black, with white background or white, with black background, and should be of considerable contrast.
- Robotics systems specifications.
  * Less than **15 KG** in weight.
  * Use less than **24** Voltage supply.
  * Less than **(0.5x0.5x0.5)** meters in dimension.

Expected performance / functionality by the autonomous Robot.

- Find and navigate "infinity path" (Road).
  * Make at least two **full** loops.
- Avoid collision while navigating the path.
- Signal/indicate directions of turning using LEDs.
- Hoot in the case of obstructions on the path, while navigating.
- Demonstrate the ability to make U turn along the tracking path.
- Indicate on the display its activities (as specified below).
- Display College/University in the beginning.
- Display obstruction notification in case obstructed while in motion.
- Display the status of navigation e.g. (Path undefined, on path, turning, e.t.c)


Web Presentation

Innovation is the process of continuously improving the usability and quality of the web to meet and exceed user expectations. Innovation involves finding creative or unique ways to improve the elements of the web or engage the web's audience. This competition will help students to develop a web site covering the following points.

- Story collage – The homepage begins with a big, colorful jigsaw puzzle of leading stories' headlines, providing a glimpse into the articles they link to, as well as a strong visual draw for the eye.
- Thumbnail sliders – At certain points, the pages are broken up by a useful carousel of image thumbnails, each allowing the user to drill into a specific story.
- You Need to Read This Now – By giving its top stories a bit of whitespace and accompanying them with an explicit directive, The Verge is able to focus attention on the hottest news it has to offer.

Topic: "The Verge"
What is it?
As the new kid on the block that's populated by the likes of Gizmodo and En gadget. The Verge is taking a fresh, bold approach to covering the wide world of technology related to any innovation can be a phone, cooking gadget, electrical wallet, vision or hearing aid, bulbs, electrical stick etc.
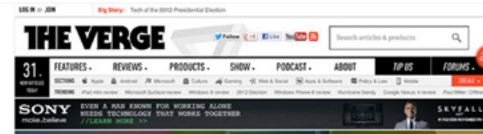
Computer Quiz:

Innovation has come to mean anything from saving the world to doing things a little better. Different kinds of innovation require different capabilities, technical knowledge, computer awareness, latest technology, environments and measures. If these get confused, failure is inevitable. As a guide toward coordinating your innovation efforts, let's work through a Computer quiz, consisting sets of questions.

Everyone knows that innovation means coming up with the next great idea in your industry, right? Actually, there's a lot more to it than that. Test your ability to separate innovation fact with your knowledge in computer science. In this competition there will be preliminary round consisting 30 multiple choice questions. The participants shall not be allowed to use mobile or other electronic instruments.6 teams will be selected for the final round. The topics chosen are Computer Concepts, Computer Essentials, Operating Systems, Programming Language, DBMS, Computer Forensics, Computer Security, Internet Marketing, Artificial Intelligence, Software Engineering.

School of Education

Topic: Skill or concept: What's more important?

'Skills' and 'Concept', the two simple words often result in a debate, discussion, presentation among experts.
Some participants argue that it is not possible to impart skills whether they are cross-disciplinary or interdisciplinary skills separately from conceptual understanding, while others argue that skills required in today's world don't depend on concept. They also argue that these skills are under-prioritized in educational institutions. Do you feel skills should be given more importance in this competitive world? The aim of this competition is Let us debate on the topic, Skill or concept: What's more important? The aim of this competition is to illustrate and emphasize the point that emerging is skills and concepts are correlated to each other. Concept necessarily is not the formal education but is about having subject knowledge which is must to represent skills. This is an opportunity for the students-educational system needs to focus on skills along with concept. The skills taught should be able to meet the specific demands that students need to face when they enter in a competitive, information-age, complex, knowledge-based, technology-driven economy. Technologies can be harnessed to broaden the educational experience of a learner. This will be an opportunity for Education students to showcase how Technology can be used to address and potentially redefine everyday teaching and learning issues.

Thus, it offers students the opportunity to create, innovative, practical and sustainable ways of integrating new technology into Education, while at the same time addressing pressing issues in the same field.

Competitors are expected to come up with a working model with the presentation that will showcase their solution. Each team will be given 10 minutes to showcase their model. The QA session will be for 3 minutes. Presentation and Model will be judged on the basis of their innovativeness, creativity and practicability. Three best teams will be awarded.