



МИНИСТЕРСТВО НАУКИ И ВЫСШЕГО ОБРАЗОВАНИЯ РОССИЙСКОЙ ФЕДЕРАЦИИ
Федеральное государственное бюджетное образовательное учреждение
высшего образования
«Уральский государственный экономический университет»
(УрГЭУ)

«APPROVED»

Rector of USUE




Y.P. Silin

«10 » January 2023.

REGULATIONS

Concerning International competition of projects of young scientists and students for
the development of the gaming industry and e-sports

Ekaterinburg
2023

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1. General provisions

1.1. This Regulation (hereinafter referred to as the Regulation) governs the procedure for organizing and holding the International Competition for Young Scientists and Students' Projects for the Development of the Gaming Industry and Cybersport (hereinafter referred to as the Competition).

1.2. The competition is held within the framework of the Congress of Innovators of the Eurasian Economic Youth Forum (hereinafter referred to as EEYF). Internet address of the EEYF website www.eurasia-forum.ru

1.3. Competition Organizer:

«Ural State University of Economics» (USUE), Department of Chess and Computer Mathematics.

1.4. Organizers of the Competition:

Universities-organizers of foreign and regional EEFM sites that have chosen this competition for implementation on their sites. The list of foreign and regional sites that have chosen this Competition is indicated on the Competition page of the Congress of Innovators of the EEFM website, as well as on the foreign/regional Sites of the EEFM website themselves

1.5. Competition Partners:


All-Russian public organization «Federation of computer sports of Russia»

1.6. The purpose of the competition is to promote the implementation of creative initiatives of young scientists and students in the field of analysis, design and development of solutions for the development of the gaming industry and eSports.

2. Scientific directions of the Competition

Projects are submitted for the Competition in the following areas:

1. Empirical research and statistics in the gaming industry and eSports;
2. Athlete management and sports marketing;
3. Cybersport and gaming business;
4. Management of eSports events;
5. Management of an eSports team;
6. Event management in eSports;
7. Game design;
8. Game development;
9. Marketing in the gaming industry;
10. Coaching activities in the field of cybersport;
11. Gamification of the educational process;
12. SMM management in eSports;
13. Business models in eSports;
14. Psychology in cybersport. Features of the trajectory of a successful cybersportsman;
15. eSports broadcasting;
16. Esports Resources.

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3. Terms of participation in the Competition

3.1. Students, graduate students, young scientists of educational organizations, academic institutions and other interested organizations in Russia and foreign countries under the age of 35 (hereinafter referred to as Participants) are invited to participate in the Competition.

Works prepared by young scientists - candidates of sciences, are not accepted for the competition.

3.2. Finished works, performed individually or collectively (in teams of up to 3 people), are submitted to the competition.

3.3. One participant (one team) has the right to submit only one work to the Competition.

3.4. The works of participants that do not meet the requirements specified in Section 5 of the Regulations are not accepted for participation in the competition.

3.5. There is no registration fee for participation in the competition. Expenses for accommodation of non-resident participants, food and transportation costs for participation in the full-time stage of the competition are paid by the participants themselves, or by sending organizations.

4. Stages and terms of the Competition

4.1. The competition is an annual event and is held during the summer semester. The final dates for the Competition, as well as its main stages, are established by the order of the rector of the FSBEI HE "Ural State Economic University" and are posted on the Competition page of the EEYF website.

4.2. The competition is held in three stages.

4.2.1. The first stage is the acceptance and registration of competitive works (projects); verification of work for compliance with the requirements for work.

The first stage is carried out by the Organizing Committee of the Competition within the time limits set by the Directorate of the Eurasian Economic Youth Forum.


4.2.2. The second stage is the (qualifying) examination of competitive works registered and admitted to the Competition based on the results of the first stage; determination of the finalists of the Competition.

The examination of competitive works is carried out by the expert commission of the Competition / expert commissions of foreign / regional sites that supported this Competition. Lists of Participants who have passed to the final of the Competition are formed. The lists of finalists are published on the Competition page of the EEFM website. Informational letters are being sent to the contestants about entering the final round of the Competition.

The authors of the 15 best works (finalists of the competition) are invited to Yekaterinburg to defend their project in person and participate in the final events of the EEFM, including up to 5 finalists from each foreign/regional platform that supported this competition.

4.2.3. The third stage is the (final) defense of the competition works of the finalists; determination of winners and prize-winners of the Competition.

The third stage is held between the finalists of the Competition by public defense of the competition works.

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5. Requirements for the submitted documentation and rules for registration of competitive works

5.1 Works are submitted to the Organizing Committee of the Competition in electronic form through a special registration form on the EEYF website www.eurasia-forum.ru.

5.2. To participate in the Competition, the following package of documents must be submitted:

1) the author's application for participation in the Competition (Appendix 1) - submitted by filling out the registration form of the participant on the EEYF website. If the work is prepared by a team of authors, one of the authors is registered as a team captain and attaches the work, the rest of the participants are registered as team members, without attaching the work;

For the participants of the Competition, representatives of foreign/ regional sites, the application is registered from the page of the foreign/regional site of the EEYF website.

2) competitive work (with a title page, according to Appendix 2) - attached as a separate file to the registration form of an individual participant / team captain;

5.3. The competition work must meet the following requirements:

1) the work must be submitted within the deadlines set by the rector of USUE and published on the EEYF website;

2) the work must correspond to the subject of the competition and its scientific areas specified in paragraph 2 of the Regulations;

3) it is necessary to have reference material: references to sources from which quotes are used, figures in the text, tables, graphs, diagrams;

4) the design work must be author's, the percentage of originality of the text is not less than 50%;

5) the work must be formatted as follows: file in *.doc or *.rtf format, the name of the author(s) must be indicated in the file name. Font Times New Roman, size - 14 pt, line spacing 1.5. All margins are 20 mm. The text is justified in width without hyphenation. All charts and tables must be inserted into the text. Paragraph indent - 1.25. Sheet orientation is portrait. Scope of work: 20 - 45 pages.

Typical structure of the work: introduction (relevance, purpose and tasks of the work); three chapters (project concept; solution design; technical and software implementation of the solution); conclusion and list of used literature.


6) the list of literature is drawn up in accordance with GOST R 7.0.100-2018.

7) The list of references must contain at least 10 sources. Footnotes to the text are given in square brackets, indicating the number of the source in the list of references

6. The procedure for holding the Competition and the criteria for evaluating works

6.1 At the first stage of the Competition, the organizing committee carries out the admission of works (projects) for further expert evaluation according to the requirements specified in Section 5 of the Regulations.

6.2. During the second (qualifying) stage, the members of the expert commission conduct an examination of the projects of the participants and determine 15 (fifteen) finalists of the Competition.

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Criteria for evaluating competitive works at the second (qualifying) stage:

- 1) design of work – up to 10 points;
- 2) the relevance of the applied solution - up to 15 points;
- 3) novelty and originality of the solution - up to 15 points;
- 4) content of the study: scientific, technical and economic feasibility of the concept of the project; quality of designing an applied software project (description of supporting subsystems); software and technical implementation of the applied solution; logic, scientific style and literacy of presentation; the presence of applications, illustrations, graphic explanations of appropriate quality - up to 40 points;
- 5) practical significance of the results, the possibility of approbation and implementation of the results obtained – 20 points.

6.3. The lists of finalists are published on the Competition page. Information letters about reaching the finals are sent to the finalists.

If the finalist cannot personally take part in the final of the Competition, the Organizing Committee provides the opportunity to publicly defend the project remotely, in the form of a webinar; if the finalist cannot take part in the final of the competition remotely, by the decision of the Organizing Committee, the participant who took 16th place according to the results of the second (qualifying) stage of the Competition is included in the list of finalists.

6.4. Criteria for evaluating participants during full-time defense of work at the third (final) stage:

- 1) the relevance of the project topic - up to 15 points;
- 2) novelty and originality of the project - up to 15 points;
- 3) the significance of the results of the study - up to 20 points;
- 4) presentation - up to 20 points;
- 5) defense (answers to experts' questions) - up to 30 points.


6.5. In the event that the winners and prize-winners of the Competition have the same number of points (equal), the decision to determine the winners and prize-winners is made by the expert commission of the Competition.

7. Competition Management

7.1 The Competition is managed by the EEYF Directorate and the Organizing Committee of the Competition.

7.2. To organize and conduct the competition, an organizing committee is formed, approved by the order of the rector of USUE. The organizing committee includes:

- Chairman of the EEYF Organizing Committee;
- Co-Chairman of the EEYF Organizing Committee;
- Members of the organizing committee:
- Scientific Supervisor of the Competition;
- coordinator(s) of the Competition;
- Chairman and members of the expert commission of the Competition;
- representatives of organizations - partners of the Competition,
- Competition secretary.

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7.3. The Organizing Committee carries out general management of the organization and conduct of the Competition

7.3.1. Chairman of the Organizing Committee:

- approves the Regulations on the Competition, signs the order on holding the Competition and the composition of the Organizing Committee of the Competition, the order on the composition of the expert commission of the Competition;

- carries out general management of the organization and holding of EEYF events, within the framework of which the Competition is held.

7.3.2. Organizing committee co-chair:

- carries out direct management of the organization and conduct of the EEYF, together with the Scientific Supervisor of the Competition, form the composition of the expert commission of the Competition.

7.3.3. An expert commission of the Competition is created to conduct an expert assessment of the competitive works.

The chairman of the expert commission of the Competition is the director of the Congress, within the framework of which the Competition is held. The expert commission of the Competition includes highly qualified teachers, leading scientists and specialists from the organizers of the EEYF, the Competition, as well as invited experts. The composition of the expert commission is from 5 to 7 people, including more than half of them should be representatives of third-party organizations. The decisions of the expert commission are recorded, the protocols are signed by the chairman, secretary and members of the expert commission (Appendices 3.4)

7.3.4. Scientific Supervisor of the Competition:

- prepares a draft Regulation on the Competition and submits it for approval to the rector, prepares changes and additions to it;

- is a co-chairman of the expert commission of the Competition;

- selects the composition of the expert commission of the Competition.

7.3.5. The Competition Coordinator, together with his assistant and the working group:

- ensures the invitation of members of the expert commission of the Competition;

- sends information letters to educational, research and scientific organizations of the Russian Federation and other countries;

- organizes the registration and verification of the compliance of the received competitive documents with the established requirements, sends the competitive works to the members of the expert commission for evaluation;


- organizes and controls the course of the Competition;

- organizes the holding of the final and the work of the expert commission of the Competition;

- organizes the issuance of diplomas, certificates and awarding of winners and prize-winners of the Competition;

- draws up a report on the Competition.

7.3.6. Information about the composition of the organizing committee and the expert commission of the Competition is published annually on the Competition page of the EEYF website.

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8. Awarding of winners

7.1. Based on the results of the public defense of the project, the winners and prize-winners of the Competition are determined, they are awarded with Diplomas of I, II, III degrees and orders for 1, 2, and 3 places, respectively.

Participants who take 4th and 5th places in the Competition are awarded with Diplomas for 4th and 5th places, respectively. All participants of the third stage - public defense of projects - receive certificates of finalists of the Competition.

7.2. The winners and prize-winners of the Competition are awarded with cash prizes within the prize fund of the Competition, established on the basis of the order of the rector of USUE and in accordance with the protocol of the expert commission of the Competition.

In the event that the winner or prize-winner of the Competition is a team of authors, the cash prize is distributed among all members of the team in equal shares.

Cash prizes (including income tax) are transferred by the founder of the Competition within 1.5 months to the personal accounts of the winners and prize-winners according to the details provided to the Competition coordinator, as well as upon timely provision of copies of other requested documents. Cash prizes for foreign participants are issued at the USUE box office on the award day.

9. Coordinates of the Organizing Committee of the Competition

Competition organizer: Ural State University of Economics (USUE)

Address: 620144. Ekaterinburg, st. March 8/Narodnaya Volya, 62/45


Tel.: (343) 257-91-40, fax: (343) 257-71-47

Official website of the organizer: www.usue.ru

Official website of the Competition and the Eurasian Economic Youth Forum (EEYF): www.eurasia-forum.ru

Department of USUE responsible for holding the Competition: Department of Chess Art and Computer Mathematics.

Contact details of the Competition coordinators are indicated on the Competition page of the EEYF website

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Appendix 1


PARTICIPANT'S STATEMENT

International competition of projects of young scientists and students for the development of the gaming industry and e-sports*

I ask you to accept my work for participation in the International competition of projects of young scientists and students on the development of the gaming industry and e-sports. I provide the following information about myself:

Competitor/ Captain of the team/ Member of the team	Surname	
	Name	
	Surname	
	Date of Birth	
	Place of work/study	
	Position/group, course	
	Faculty	
	Department	
	Specialty, specialization	
	Address (with zip code)	
	Contact number	
	E-mail	
	Topic of the work	
	Name of thematic direction	
Scientific supervisor	Surname	
	Name	
	Surname	
	Academic degree, title	
	University (organization)	
	Contact number	
	E-mail	

*The application is submitted in the form of filling out the registration form of the participant on the specialized website of the EEYF. If the work is prepared by a team of authors, one of the authors is registered as the team captain and attaches the work, the rest of the participants are registered as team members, without attaching the work.

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Appendix 2

International competition of projects of young scientists and students for the development of the gaming industry and e-sports Competitive work

Title of the work

Full name:

(Full name)

Student (Ph.d or other) _____ group, year of studying


Full-time (part-time) form of learning_____

Name of the university, organization_____

Scientific supervisor :

(Full name, academic title, position)

City
2022

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Appendix 3

PROTOCOL OF THE MEETING OF THE EXPERT COMMISSION

on determining the finalists of the international competition of projects of young scientists and students for the development of the gaming industry and e-sports

_____ № _____
Ekaterinburg

Members of the expert commission:

Chairman of the expert commission:

Full name. – Position

Co-Chairman of the expert commission:

Full name. – Position

Members of expert commission:

Full name. – Position

Agenda of the meeting of the expert commission:

Determination of the finalists of the international competition of projects of young scientists and students for the development of the gaming industry and e-sports.

According to the results of the first stage of the international competition of projects of young scientists and students for the development of the gaming industry and e-sports, _____ works of participants were admitted to peer review.

After evaluating the presented scientific works, the commission decided:

1. Establish the following assessments of the participants' work on a 100-point scale:

Table 1 - Average ratings of participants

№	Full name	Name of university, organization	Points earned

2. In accordance with the points scored, bring the following participants to the final of the Competition

Table 2 - Finalists of the Competition

№	Full name	Name of university, organization	Points earned



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Chairman of the expert commission _____ / Full name.
Signature

Co-Chairman of the expert commission _____ / Full name.
Signature

Member of expert commission _____ / Full name.
Signature

Secretary _____ / Full name.
Signature

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Appendix 4

PROTOCOL OF THE MEETING OF THE EXPERT COMMISSION
Concerning International competition of projects of young scientists and students for the development of the gaming industry and e-sports"

_____ № _____
 Ekaterinburg

Expert commission:

Chairman of the expert commission:

Full name. _____ – title

Co-Chairman of the Expert Commission:

Full name. _____ – title

Members of the expert commission:

Full name. _____ – title

Agenda of the meeting of the expert commission:

Determining the winners and prize-winners of the International competition of projects of young scientists and students for the development of the gaming industry and e-sports

After evaluating the presented scientific works, the commission decided:

1. Establish the following assessments of the participants' work on a 100-point scale:

Table 1 - Average ratings of participants

№	Full name	Name of university, organization	Points earned

2. In accordance with the points scored, assign the following award documents to each participant of the Competition

Table 2 - Award documents of participants

№	Full name	Name of university, organization	Type of award document prize money broken down by each team member

3. Recognize as the winner of the International competition of projects of young scientists and students for the development of the gaming industry and e-sports

(Full name/ Participant of the team)

From _____
Name of the organization



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Recognize as a winner (II place)

(Full name/ Participant of the team)

From _____
Name of the organization

Recognize as a winner (III place)

(Full name/ Participant of the team)

From _____
Name of the organization

Chairman of the expert commission

_____/ Full name
Signature

Co-Chairman of the Expert Commission

_____/ Full name.
Signature

Member of the expert commission

_____/ Full name.
Signature

Secretary

_____/ Full name.
Signature