



**МИН THE MINISTRY OF SCIENCE AND HIGHER EDUCATION OF THE RUSSIAN FEDERATION
FEDERAL STATE BUDGETARY EDUCATIONAL INSTITUTION OF HIGHER EDUCATION
"URAL STATE UNIVERSITY OF ECONOMICS"
(USUE)**



«APPROVED»
Rector of USUE

Y.P. Silin

«10» January 2023

REGULATIONS

on the International Intellectual Game
on economic problems of countries
Asia, Africa, Latin America and Russia

Ekaterinburg
2023

	<p style="text-align: center;">REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia</p>	2 nd Edition
		pg.2 of 11

1. General Provisions

1.1. This Regulation (hereinafter referred to as the Regulation) regulates the procedure for organizing and conducting the International Intellectual Game on the economic problems of the countries of Asia, Africa, Latin America and Russia (hereinafter referred to as the Game).

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

1.3. Game Organizer:

Federal State Budgetary Educational Institution of Higher Education "Ural State University of Economics" (USUE), Department of Tourism Business and Hospitality.

1.4. Organizers of the Competition:

Universities-organizers of foreign and regional EEYF 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 Entrepreneurship and Engineering of the EEYF website, as well as on the foreign/regional Sites of the EEYF website themselves

1.5. Game Partners:

- Institute of Economics of the Ural Branch of the Russian Academy of Sciences (Institute of Economics of the Ural Branch of the Russian Academy of Sciences);
- Ural Branch of the Free Economic Society of Russia;
- Ministry of Investments and Development of the Sverdlovsk Region;
- Department for Tourism Development of the Sverdlovsk Region;
- Information Center for Atomic Energy;
- Kazakh Academy of Labor and Social Relations (KazAtiso);
- State Technological University. S. Bolivar (Republic of Peru);
- National Accreditation Board of the Republic of Peru (CLAD);
- Ural Union of Tourism Industry;
- SKB-Kontur;
- Ural-Avstro-Invest LLC;
- Domina Russia;
- Park of stories.

1.6. The purpose of the game is to develop and realize the intellectual and creative potential of scientific youth, to popularize the intellectual direction of youth in Asia, Africa, Latin America and Russia.

2. Scientific directions of the Game

The game is played within three scientific areas:

- 1) "Great Challenges" as a new reality;
- 2) Science, technology and innovation;
- 3) Digitalization of the economy.

3. Terms of participation in the Game

3.1. Students, graduate students, applicants for a scientific degree, young researchers from educational institutions of higher education, academic institutions in Russia and the CIS countries, Asia,

	<p style="text-align: center;">REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia</p>	2 nd Edition
		pg.3 of 11

Africa, Latin America, young professionals, as well as employees of other interested organizations aged 18 to 35 are invited to participate in the Game. years (hereinafter referred to as the Participants).

3.2. The team consists of 5 people.

3.3. Only one team can participate from one organization. In case of application of several teams, the organization independently conducts a competition and selects the most worthy team for participation.

3.4. Teams whose composition of participants does not meet these requirements are not allowed to participate in the Game.

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

4. Stages and terms of the Game

4.1. The game is an annual event and is held during the final events of the EEYF. The final dates for the Game, as well as its main stages, are established by order of the rector of the Ural State University of Economics.

4.2. The game is played in three stages.

4.2.1. The first stage is the acceptance and registration of applications from participating teams; as well as the presentation of the team, prepared as part of the annual task, published on the Games page of the EEYF website (<http://eurasia-forum.ru>). Verification of applications for compliance with the requirements for participants and tender documentation.

The first stage is held by the Organizing Committee of the Game within the time limits set by the Directorate of the Eurasian Economic Youth Forum.

4.2.2. The second (qualifying) stage - consideration of applications and presentations of participating teams registered and admitted to the Game following the results of the first stage; determination of the participants of the final stage of the Game.

Evaluation of presentations is carried out by the expert commission of the Game. Lists of the best 5 participating teams invited to participate in the Game are formed. The lists of finalists are published on the Games page of the EEYF website. In the event that a team cannot participate in the Game for any reason, the team that took 6th place in the preliminary selection is invited to take its place.

4.2.3. The third stage is the (final) holding of the final events of the Game; determination of the winners and prize-winners of the Game.

5. Member Registration Requirements

5.1. Applications for participation are submitted to the Organizing Committee of the Game in electronic form through a special registration form on the EEYF website <http://eurasia-forum.ru>.

5.2. Applications are accepted within the deadlines set by the EEYF Organizing Committee and posted on the Games page of the EEYF website.

5.3. To participate in the Game, the following package of documents must be submitted:

1) each team member's application for participation in the Game (Appendix 1) is submitted by filling out the participant's registration form on the EEYF website. The captain of the team is registered as the "captain" and in the registration form in the section "subject of work" indicates the name of the

	<p style="text-align: center;">REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia</p>	2 nd Edition
		pg.4 of 11

team / motto of the team. The rest of the team members are registered as team members, indicating the same name of the team / team motto in the “topic of work”.

For the participants of the Game, representatives of foreign/regional venues, the application is registered by first choosing the name of the foreign/regional EEYF venue.

2) referral to the Game from the organization - attached as a separate file when registering the team captain.

The direction to the Game is submitted on the letterhead of the organization and includes the name of the team, full name. captain and full name all team members.

3) presentation of the team, the subject of which should be within the main thematic areas of the Game. The presentation is attached as a separate file to the registration form when registering the team captain.

5.4. Team presentation requirement.

Team presentation includes team name, team motto, goals of participation in the Game, personal and collective achievements of team members and other data characterizing the team. The theme of the presentation must correspond to the main thematic areas of the Game.

6. The procedure and criteria for evaluating the answers of the teams participating in the Game

6.1. At the first stage of the Game, the Organizing Committee admits teams for further participation in the Game for compliance with the requirements presented in Section 3 of the Regulations.

6.2. During the second stage, the organizing committee evaluates the presentations of the teams.

The lists of teams participating in the third (full-time) round are posted on the Games page of the EEYF website and information letters about reaching the final are sent to the participating teams. If a team member for any reason cannot take part in the Game in person, by decision of the organizing committee of the Game, he may be allowed to be replaced by another participant who meets the requirements of Section 3 of the Regulations.

6.3. Form of the Third (final) stage of the game.

6.3.1. The game consists of four rounds (rounds) of 10 questions each:

Round 1 - "Warm-up",

Round 2 - "Great Challenges as a New Reality",

Round 3 - "Science, technology and innovation",

Round 4 - "Digitalization of the economy".

6.3.2. At the beginning of the game, each team has a set of answer sheets. Columns with the name of the team, educational institution, round number and question are filled in before the game.

6.3.3. The order of the rounds:

The facilitator reads out a question common to all teams. 1 minute is allotted for discussion. At the end of the set time, a sound signal is given, in the form of an excerpt from a musical composition. Teams within 10 seconds fix their answers on the forms. The assistants collect the answer sheets and hand them over to the game jury. After 10 seconds, the presenter announces the correct answer.

6.3.4. For a correct answer, the team gets 1 point. The results are summed up at the end of each round.

	<p style="text-align: center;">REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia</p>	2 nd Edition
		pg.5 of 11

6.4. The correctness of the answers given by the teams is determined by the game jury. The decisions of the jury are not subject to revision and discussion.

Criteria for evaluating the answers of the participating teams at the third (final) stage:

- the correctness and accuracy of the answer, compliance with the standard;
- comprehensiveness and completeness of the answer;
- detail, availability of additional information, logical explanation;
- originality of decision making.

6.5. There is a musical break between rounds. After the last question, the results are summed up. The team with the most points wins. If the teams have equal points, additional questions are asked.

6.6. At the end of the team game, an interactive game can be held with spectators and fans. A participant in an interactive game is anyone who is present at the game among spectators and fans. The winner of the interactive game is determined by the highest score and is awarded a memorable gift.

7. Game control

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

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

- Chairman of the EEYF;
- co-chairman of the EEYF;
- scientific supervisor of the Game;
- coordinator of the Game;
- Chairman and members of the expert commission of the Game;
- developers of competitive tasks;
- representatives of organizations - partners of the Game,
- game secretary

7.2.1. Chairman of the Organizing Committee:

– approves the Regulations on the Game, signs the order on the holding of the Game and the composition of the organizing committee of the Game, the order on the composition of the expert commission of the Game;

– carries out general management of the organization and conduct of the Games.

7.2.2. Organizing committee co-chair:

– directly manages the organization and conduct of the EEYF, within which the Game is held, together with the scientific supervisor of the Game, form the composition of the expert commission of the Game.

7.2.3. A game jury is appointed to evaluate the participating teams. The jury of the Game includes highly qualified teachers, leading scientists and specialists from the organizers of the EEYF, the Game, as well as invited experts. The composition of the expert commission is from 5 to 10 people, including more than half of them are representatives of third-party organizations.

7.2.4. Scientific Supervisor of the Game:

- prepares a draft Regulation on the Game and submits it for approval to the rector, prepares changes and additions to it;
- is the chairman of the jury of the Game;
- selects the jury;

	<p align="center">REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia</p>	2 nd Edition
		pg.6 of 11

– approves the competitive tasks (questions) for preliminary evaluation of teams and evaluation of teams during the Game.

7.2.5. Game Coordinator:

- ensures the invitation of members of the jury of the Game;
- sends information letters to the universities of the Russian Federation no later than three months before the Games;
- organizes the registration and verification of received applications according to the established requirements for participants;
- sends information letters about the participation of the participating teams in the final of the Game;
- organizes and controls the progress of the Game;
- organizes the issuance of diplomas and the awarding of winners and prize-winners of the Game;
- draws up a report on the conduct of the Game.

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

8. Awarding of winners

8.1. Based on the results of the Game, the winning teams are determined, they are awarded with Diplomas of I, II, III degrees. All participants in the third stage of the Game receive certificates of participants in the Game.

8.2. The winners are awarded cash prizes within the prize fund of the Game, established on the basis of the order of the rector of USUE and in accordance with the protocols of the expert commissions of the Game. The cash prize is divided among all members of the participating team in equal shares.

Cash prizes (including income tax) are transferred by the founder of the Game within 1.5 months to the personal accounts of the winners and prize-winners according to the details provided to the Game 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 Game

Game organizer: Ural State University of Economics (USUE)

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

Tel.: +7 (343) 283-13-28; +7 (343) 283-11-07; +7 (343) 283-11-11, fax: +7 (343) 283-13-25

Organizer's official website: www.usue.ru.

Official website of the Game and the Eurasian Economic Youth Forum (EEYF): <http://eurasia-forum.ru>.

Departments of USUE responsible for holding the Game: Department of Tourism Business and Hospitality.

The contact details of the Game coordinators are indicated on the Games page of the EEYF website.

	REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia	2 nd Edition
		pg.7 of 11

Appendix 1

PARTICIPANT STATEMENT*

International intellectual game on economic problems of countries
Asia, Africa, Latin America and Russia

Please accept my application for participation in the International Intellectual Game on the economic problems of Asia, Africa, Latin America and Russia.

I provide the following information about myself:

Participant / captain	Surname	
	Name	
	Patronymic	
	Date of Birth	
	Place of study	
	Class / group, course	
	Faculty	
	department	
	specialty, specialization	
	contact number	
	e-mail	
	Team Name / Team Motto	
Scientific adviser	Surname	
	Name	
	Patronymic	
	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

1) The captain of the team is registered as "captain" and in the registration form in the section "subject of work" indicates the name of the team / motto of the team. The rest of the team members are registered as team members, indicating the same name of the team / team motto in the "topic of work".

2) The referral from the organization is attached as a separate file to the registration form when registering the team captain.

	REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia	2 nd Edition
		pg.8 of 11

Appendix 2


PROTOCOL OF A MEMBER OF THE EXPERT COMMISSION

according to the responses of the teams participating in the International Intellectual Game
on economic problems of Asia, Africa, Latin America, Russia

Ekaterinburg city

Jury member: _____
FULL NAME. - position

Round/question	Team name					
	Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
1 round - "Warm-up"						
Question 1						
Question 2						
Question 3						
Question 4						
Question 5						
Question 6						
Question 7						
Question 8						
Question 9						
Question 10						
Points for 1 round						
Round 2 - "Great Challenges" as a new reality"						
Question 1						
Question 2						
Question 3						
Question 4						
Question 5						
Question 6						
Question 7						
Question 8						
Question 9						
Question 10						
Points for 2 round						
Round 3 - "Science, technology and innovation"						
Question 1						
Question 2						
Question 3						
Question 4						
Question 5						
Question 6						
Question 7						

	REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia					2 nd Edition
						pg.9 of 11
Question 8						
Question 9						
Question 10						
Points for 3 round						
Captains competition						
Question 1						
Question 2						
Question 3						
Points for 3 round						
Round 4 - "Digitalization of the economy"						
Question 1						
Question 2						
Question 3						
Question 4						
Question 5						
Question 6						
Question 7						
Question 8						
Question 9						
Question 10						
Points for 4 round						
Additional questions						
Question 1						
Question 2						
Question 3						
Additional points						
TOTAL						

Jury member

_____/_____
Signature Full name

	REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia	2 nd Edition
		pg.10 of 11

Appendix 3

MINUTES OF THE MEETING OF THE EXPERT COMMISSION

on determining the winners of the International Intellectual Game
on economic problems of Asia, Africa, Latin America, Russia

_____ № _____
Ekaterinburg city

Composition of the expert commission:

Chairman of the jury: Full name - position

Co-chairman of the jury: Full name - position

Jury members: Full name - position

Secretary: Full name - position

Agenda of the meeting of the expert commission:

Determining the winners of the International Intellectual Game on issues of global importance affecting the future of the economies of Asia, Africa, Latin America, and Russia.

After evaluating the answers provided, the expert commission decided:

1. Establish the following assessments of the participants' work:

Table 1 - Average ratings of participants

№ П/П	Team name	Name of university, organization	Number of points scored

2. In accordance with the points scored, determine the composition of the winners:

2.1. Recognize the winner of the International Intellectual Game on the economic problems of the countries of Asia, Africa, Latin America, Russia

_____ Team name

from the organization _____
Name of the organization


as part of _____
Name of participants

Recognize as a winner (II place) _____
Team name

from the organization _____
Name of the organization

as part of _____
Name of participants

Recognize as a winner (III place) _____
Team name

	<p align="center">REGULATIONS on the International Intellectual Game on economic problems of countries Asia, Africa, Latin America and Russia</p>	2 nd Edition
		pg. 11 of 11

from the organization _____
Team name

as part of _____
Name of participants

Chairman of the jury	_____ /full name
	Signature
Co-chairman of the jury	_____ /full name
	Signature
Members of the jury	_____ /full name
	Signature
	_____ /full name
	Signature
	_____ /full name
	Signature
Secretary	_____ /full name
	Signature