INTRODUCTION

As a new challenger approaches, are you Foxes ready to code and design? Foxes come together to showcase their creativity, technical skills, and artistic flair. From retro gaming vibes to pixel art masterpieces, this competition challenges participants to create visually stunning and engaging websites that embrace the beauty of pixel-based design.

Pixel Fusion: Interlacing Art and Technology aspires to channel your reimagining of modern interfaces with a pixelated twist! This competition celebrates the fusion of artistic vision and technological expertise. As we explore the dynamic fusion of technology and art, the websites created here will not only captivate us but also inspire the future of digital design. Participants will push the boundaries of their creativity, building experiences that elevate the visual landscape of the web.

I. EVENT REQUIREMENTS

Participants must be bona fide students of HAU-School of Computing. The participating students must submit a fully accomplished entry form, an ID picture, and a screenshot of their student portal. Each student must wear their ID in the said competition for verification of participant

II. EVENT RULES AND REGULATIONS

1. Participants are advised to enter the contest room at least 30 minutes before the contest proper.

2. Organizers will give additional instructions and webpage requirements day/s before the competition through Facebook Messenger and Email.

3. Participants may use any text editor that they want for as long as it supports the language needed for designing web pages. (e.g. Notepad, Notepad++, Sublime)

4. Web page design must be exclusively implemented using HTML and CSS only.

5. Participants are monitored by the ushers during the contest proper to avoid possible cheating such as using of AI, plagiarizing an existing web design, chatting with other participants, usage of mobile devices and if there are concerns regarding technical problems.

6. Contest theme, contents, and further instructions will be provided on the spot by the organizers.

7. Templates must be an own product of their creativity. Searching and using templates is prohibited.

8. The use of frameworks such as (Bootstrap, Tailwind, etc.) is strictly prohibited and will result in a participant's disqualification.

9. Personal Devices will not be allowed. Computers will be provided in the laboratory.

10. Use of ready-made codes is strictly prohibited. Furthermore, the use of cheat sheets for codes and color values will be provided by the organizers during the event.

11. Images and graphics will also be provided as content. However, participants are also allowed to search for additional images and graphics online provided that they include the references.

12. Participants are also allowed to manipulate the images that they will be using in their design. The use of any photo-editing tool or software is highly encouraged.

13. The participants must start coding/designing the website from a clean state.

14. Participants will be given a maximum of four (4) hours to accomplish their web designing.

15. Participants must submit their outputs through the Google Drive folder provided by the organizers. In addition, they must follow the correct naming convention for the Submission of files. (Example: WebDesigning_ParticipantCode).

16. The participants and judges may use the following internet browsers namely: Mozilla Firefox, Microsoft Edge, and Google Chrome to test the source codes.

III. DEDUCTIONS AND QUALIFICATIONS

A. Deductions:

1. Two (2) points deduction from the judges' total scores of the specific event for every item violated in the Specific Guidelines (Section II).

2. Two (2) points deduction from the judges' total scores of the specific event for every item violated in the instruction that will be provided before the event.

3. Two (2) points deduction from the judge's individual score for any violation of Section II, No.5. Two Occurrences of this violation will result to disqualification.

4. One (1) point deduction for every 5 minutes late during the event.

B. Disqualifications:

1. Participants are not bonafide students of HAU-School of Computing.

2. Any use of frameworks such as Bootstrap, Tailwind, React, etc (see Section II, No. 8).

3. Heavily Plagiarized outputs that do not reflect the student's own work.

4. Repeated instances of unethical behavior, such as cheating, sabotage, etc. (see Section II, No.5)

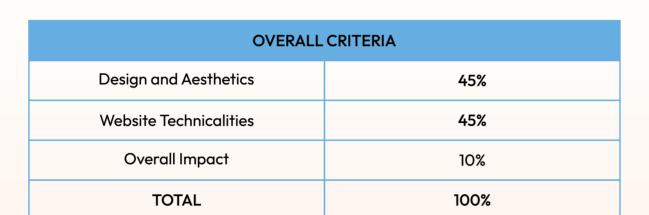5. Any form of disrespect towards the OICs or any of the organizing committee and judges.

IV. CRITERIA FOR JUDGING

The jury will be checking the participants' outputs according to the given criteria:

DESIGN AND AESTHETICS	
Criteria	Percentage
Visual Appeal	15%
Consistency	10%
Typography	10%
Layout	10%
TOTAL	45%

WEBSITE TECHNICALITIES	
Criteria	Percentage
Adhere to CSS/HTML standard	15%
Navigation	10%
Interactiveness	10%
Usability	10%
TOTAL	45%

OVERALL CRITERIA	
Design and Aesthetics	45%
Website Technicalities	45%
Overall Impact	10%
TOTAL	100%

1. In case a tie cannot still be broken, there shall be one last deliberation from the judges of the specific event.

2. The decision of the jury is final and irrevocable.

V. AWARDING

A. Special Awards:

Best Interactive Design

Best User Experience

B. Major Awards:

Champion

1st Runner up

2nd Runner up

Note: Any problem encountered must be addressed to the corresponding Officers-in-Charge for the event before, within the course, or after the competition but before the awarding ceremony takes place. Otherwise, the concern will no longer be entertained.

Contact Persons

For queries or concerns, you may contact the following:

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Noted by:

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