
INFORMATION SHEET

“SUSTAINABILITY & GREEN INITIATIVES” **29th – 30th July 2024, Merak Room - Lower lobby, JCC**

1. Objectives

The main objectives of the challenge are:

- To provide the students an opportunity to develop their creativity and present fresh and unique ideas for the industry.
- To make use of what they learn in school for industry experience by conceptualising, business-testing and organising a MICE event.

2. The Challenge: Event Proposal

- The participating team is to conceptualise, business-test and organise one of the following components of **MICE**: **M** (meeting), **I** (incentive travel), **C** (conference) or **E** (exhibition) and to showcase the distinctive features and facilities of the country/region to convince that their destination is the BEST to host their created event.
- The selected component of MICE must be one that is novel (original and fresh, especially in conception and style).
- The team is to submit a complete business plan that covers the following key considerations:
 - Concept of the proposed component;
 - Relevance of the proposed component within the industry;
 - Commercial viability of the proposed component; and
 - Justify why their country/region is the best choice to hold this event
 - All other business considerations.

3. Participants

- Undergraduate students majoring in MICE or Business Events, Business Management, Hospitality and Tourism related fields;
- Maximum Four (4) persons per participating team;
- Maximum Two (2) group per university/college.

4. Participating Fee (to be paid only when the registration is approved)

- Rp 3.000.000 per participating team of 4 members (maximum);
- Fee includes Admission to the Youth Challenge and Certificate for Participation.

5. Presentation Duration

- 6 minutes presentation
- 2 minutes Q & A session

6. Panel of Judges

- Panel of Judges are made up of some of the top MICE leaders in Indonesia (ASPERAPI, INCCA, PEO, PCO, and Ministry of Tourism and Creative Economy)

7. The Challenge: Key Milestones

Follow these deadlines to be part of the exciting Youth Challenge!

- Registration Deadline : (Registration Form enclosed)
- Submission of Official Proposals : 23rd April - 28th June 2024
- Submission Creative Proposal (PPT format & video presentation) : 1st May – 28th June 2024
- Curation : 1st July - 12th July 2024
- Announcement of Finalists : 15th July 2024 (only 25 group)
- Presentation
 - All participant : 29th July 2024
(Exclude 25 Group of Finalists)
 - 25 Group of Finalists : 30th July 2024

8. Submission of Proposals

Proposals are to be submitted according to the abovementioned submission deadlines to ieca@cbn.net.id (All proposals submitted will be final. No amendment by the participants will be entertained).

Attention: ASPERAPI Secretariat – Indonesia MICE Youth Challenge 2024

9. Proposed Submission Contents

9.1 Submission of Event Proposal should be done in 2 formats:

- PDF format (minimum 10 pages to maximum 30 pages) to be given to the judges prior to the event
- PPT format to be used during presentation on the day of the event

9.2 Proposed outline of event proposal to be submitted:

9.2.1 Event Concept

- Provide a brief description or outline about the component / event.
- Explain how the component / event achieve the main objectives.
- Detailed Program

- 9.2.2 Why is your country/area the best choice to hold this event?
- Landscape Analysis:
 - Conduct research on the Unique Selling Point (USP) of your respective country/region
 - Explore the distinctive differences among the respective other Asian countries/regions
 - Reason for selecting - Promote Your Country/Region as MICE Destination
- 9.2.3 Event Budget
- Proposed revenue streams
 - Estimated project budget
- 9.2.4 Marketing
- How do you plan to market the component/event to your target audience?
- 9.2.5 Project Team & Logistics
- Introduce the Project Team
 - Venue & Hotel Accommodation selection
 - List of other logistics required for the event
- 9.2.6 References
- List of websites / references
- 9.2.7 Submission of Supporting Documents
- Proposal Documents
 - Any supporting spread sheets or documents should be neatly named and organized in folders, and the entire submission sent as a Zip file. Should the submission exceed **5MB** in size, please use a download link to submit the file.
 - Kindly note that all proposals regardless of formats have to be saved in the same manner as follows:
<Area>_<Team Name> <Campus name> – ASPERAPIMICEYC2024 Proposal.pdf; **and**
<Area>_<Team Name> <Campus Name> – ASPERAPIMICEYC2024 Proposal.ppt
 - Video presentations are made with the following conditions:
 - Landscape form
 - Duration is 6 minutes
 - Resolution 1,080p
 - Video with .mp4 format.
 - Kindly note that all proposals regardless of formats have to be saved in the same manner as follows:
<Area>_<Team Name> <Campus name> – ASPERAPIMICEYC2024 - Video Presentation.mp4

10. Judging Criteria (Weighting)

10.1 Relevance to the Stated Objective (35%)

Proposed component/event judged on its conceptual plans and the relevance of proposal.

10.2 Marketing Strategy (20%)

Students assessed persuasiveness and feasibility of the marketing plan for proposed idea.

10.3 Business Viability (15%)

Proposal assessed on commercial relevance and business viability.

10.4 Creativity (10%)

The proposal assessed on creativity and feasibility of the plan.

10.5 Engagement & Communication (20%)

Team will be assessed on their sufficiency of stage presence (i.e. eye contact, vocal range) and the interest appeal to each individual (i.e. judges)

11. Prizes for Indonesia MICE Youth Challenge 2024 winners

Categories	Prizes
Champion (Team)	Trophy for the Winning Team, Framed Certificate for the Winning Team Members, Ticket and Accommodation, Cash Prize of Rp 10.000.000
1 st Runner Up (Team)	Trophy for the Winning Team, Framed Certificate for the Winning Team Members, Ticket and Accommodation, Cash Prize of Rp 5.000.000
2 nd Runner Up (Team)	Trophy for the Winning Team, Framed Certificate for the Winning Team Members, Ticket and Accommodation, Cash Prize of Rp 3.000.000
Special Recognition Awards (Team)	1 Award – Trophy and Framed Certificate for the Winning Team
The Best Presenter Awards (Individual)	1 Award – Trophy and Framed Certificate for the Individual Winner
The Best Theme Attire Awards (Team)	1 Award – Trophy and Framed Certificate for the Winning Team
The Most Popular Awards (Team)	1 Award – Trophy and Framed Certificate for the Winning Team

The judges' decision will be final, and no further correspondence will be entertained.

- **Champion, 1st Runner-Up and 2nd Runner-Up (Team)**

Based on the judging criteria, the Winning Teams will be selected after the powerpoint presentations by each participating teams. Only one (1) team will emerge as the Champion, 1st Runner-Up and 2nd Runner-up respectively.

- **Special Recognition Awards (Team)**
To acknowledge and recognise the special effort put in by the teams, three (3) Special Recognition Awards will be presented.
- **The Best Presenter Awards (Individual)**
To acknowledge and recognise the special effort put in by the teams, three (3) Special Recognition Awards will be presented.
- **The Best Theme Attire Award (Team)**
A special Best Theme Attire Award will be presented to the team with the best attire that represent their presentation theme well.
- **The Most Popular Award (Team)**
Audience will be given an opportunity to vote for the Most Popular Team of the day. There will be one (1) award for the Most Popular Team.

12. Publicity Before the Event

- **Social media** – This can be done through various social media platforms such as eDM, Facebook, Twitter, WeChat etc. The main objective is to generate awareness and interest in the Youth Challenge.
- **Associations** – Association members of ASPERAPI can help to disseminate the information to respective local institutions to communicate with institutions and students more effectively.
- All Participating Teams are welcomed

ASPERAPI / IECA – INCCA
Jakarta, 23 April 2024