



## **Regional Data Festival - Visayas Cluster**

*"Harnessing the Power of Data and Statistics for a Future-ready Filipino and Filipina Youth"*

**28 to 29 October 2024**

DepEd Ecotech Center, Sudlon, Lahug, Cebu City

Organized by the PHILIPPINE STATISTICS AUTHORITY

# **GAME MECHANICS**

## **Vest in Stat**

### **Game Description:**

Vest in Stat is a game patterned from a TV show segment called “Vest in Spelling” from It’s Showtime! Using vests with attached letters on the front and back flap, the players will spell out their answers to various statistical questions before time runs out.

### **Game Mechanics:**

#### **A. Materials/Resources Needed**

1. A vest (with 1 letter attached on each flap – front and back) to be worn for each player. Each player can only use one letter (either front or back) to form the answer.
2. The game will consist of two (2) teams from the participating students. Participants are encouraged to create teams with other schools so they can socialize.
3. The total number of players per team is ten (10) which emanate from the participants in the venue.
4. A set of statistical questions which can be answered using the letters attached to each player per team.
5. The game will consist of three (3) levels: Level 1, Level 2, and Level 3. The contestants will change their vests according to each level.
6. Each level will contain 7 items/questions for a total of 21 items/questions to be answered by the competing team.
7. The scope of the questions is more than 90 percent about statistics and few in economics, mathematics, and government agencies.



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### **B. Gameplay**

1. Each team will have their own space (homebase) inside the plenary hall where they will spell out their answers.
2. The game masters will give all the teams at least 1 minute to huddle, familiarize themselves with the letters and teammates and formulate a strategy.
3. The game masters may assign a tag line (e.g., RDaFest) for the team to shout after forming the answer during the game proper.
4. Once each team has settled down, the game master will now commence the game.
5. The game masters may now announce the question for the participating team to answer as per level and time allotted, as noted below.

<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>
<i>1 point</i>	<i>2 points</i>	<i>3 points</i>
<i>15 seconds</i>	<i>30 seconds</i>	<i>45 seconds</i>

6. Upon the release of the question, each team is not allowed to assemble or move to give the answers unless a “GO” or any preferred signal is given by the game masters. If a team disobeys this rule, the erring team will be frozen and disallowed to answer the given question but is allowed in the succeeding questions.

**Example:** *What term refers to raw, unprocessed facts and figures collected from observations, measurements, experiments, or research? Ready, get set, Go! The answer is “Data”.*



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### **B. Gameplay**

7. Once a “GO” or any preferred signal is given by the game masters to answer the question, the team can now assemble, arrange, form themselves in a way that the answer is the correct word and in correct spelling.
8. Once the team can form the answer and decide that the answer is correct, the team can give the signal by raising their hands and yell “Data Fest” or any given tag line assigned by the game masters. The team can change the answer until the time limit is up.
9. The game masters will give a countdown of the last 5 seconds and once the time is up, no movement is allowed anymore. The facilitators will monitor and assist in checking the correct word and spelling of answer of the team and in enforcing the rule of movement. Any team that runs out of time and is still moving and yet form the correct answer will not earn the given points.
10. Only the fastest team in coming up with the correct answer (correct word and correct spelling) will earn the assigned question points.
11. If none of the team knows the answer to the question, the game masters will proceed to the next question.
12. The team with the highest score at the end of the game will be declared as the winner.
13. If a tiebreaker occurs, the game masters will give another question to break the score in the last level of the game.
14. The game masters reserve the right to modify the rules as the situation arises.
15. The decision of the organizers is final and non-revocable.
16. Only one team will be declared as the winner and each team member of the winning team will receive a medal.