



Republic of the Philippines
Department of Education
REGION I
SCHOOLS DIVISION OF VIGAN CITY

ADVISORY NO. 124, s. 2025

In compliance with DepEd Order (DO) No. 8, s. 2013
The advisory is issued not for endorsement per DO 28, s. 2001,
but only for the information of DepEd officials,
personnel/staff, as well as the concerned public.

YOUNG CREATIVES CHALLENGE (YC2), SEASON 3

This is in reference to the Regional Advisory No. 127, s. 2025 on the Conduct of Young Creatives Challenge (YC2) Season 3 by the DTI Creative Industries Development Council (PCIDC).

This is a nationwide competition that recognizes and showcases the creativity of young Filipinos while providing opportunities for artistic growth and national recognition

Students and personnel aged 18-35 are invited to participate in the competition on a voluntary basis subject to no-disruption-of-classes policy stipulated in DepEd Order No. 9, s. 2005 entitled Instituting Measures to Increase Time-on-Task and Ensuring Compliance Therewith.

For more information, please contact Mr. Mark Joseph O. Alonen, Creative Focal Person, DTI at 0995-143-6945.

Enclosed is the letter from Regional Advisory 127, s. 2025 and letter from DTI Region 1 – Ilocos Region for reference.

SGOD/SDF/ADV_YC2SEASON3
July 2, 2025

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Republic of the Philippines
Department of Education
REGION I



Advisory No. 127, s. 2025

SEP 26 2025

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YOUNG CREATIVES CHALLENGE (YC2) SEASON 3

The DTI Creative Industries Development Council (PCIDC) Secretariat is organizing the Young Creatives Challenge (YC2) Season 3, a nationwide competition that recognizes and showcases the creativity of young Filipinos while providing opportunities for artistic growth and national recognition featuring the Regular Edition and the Elementary and High School Editions which includes Animation, Game Development, Graphic Novel, Online Content Creation, Playwriting, Screenwriting and Songwriting.

Anent to this, the Department of Trade and Industry - Region I is respectfully requesting the support of the Department of Education in disseminating information about YC2 Season 3 to schools and students and to encourage participation in the competition.

Attached are the YC2 Season 3 Terms and Conditions and the letter from Ms. Merlie D. Membrere, Acting Regional Director, Department of Trade and Industry dated September 23, 2025 for reference.

Participation to this activities shall be on a voluntary basis and must subject to the no-disruption-of-classes policy stipulated in DepEd Order No. 9, s. 2005 entitled Instituting Measures to Increase Time-on-Task and Ensuring Compliance Therewith.

For more information, please contact:

Mr. Mark Joseph O. Alonen
Creative Focal Person
Department of Trade and Industry
09951436945

Alonen
particip.

CLMD/gaa/orine/Adv_YoungCreativesChallenge(YC2) Season 3
September 24, 2025



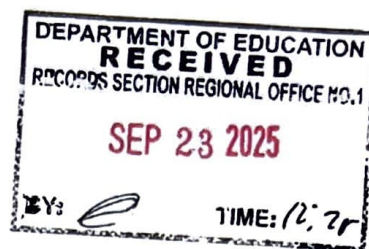
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|----------------|--------------|------|--------|
| Doc. Ref. Code | RO-CLMD-F045 | Rev | 00 |
| Effectivity | 11.07.2024 | Page | 1 of 1 |





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DTS No. EX00436626



September 23, 2025

DR. TOLENTINO G. AQUINO

Regional Director

*Department of Education – Regional Office 1
City of San Fernando, La Union*

Dear Dr. Aquino:

Greetings from the Department of Trade and Industry – Region 1!

We are pleased to inform your good office that the DTI-Philippine Creative Industries Development Council (PCIDC) Secretariat is organizing the **Young Creatives Challenge (YC2) Season 3**, a nationwide competition that recognizes and showcases the creativity of young Filipinos while providing opportunities for artistic growth and national recognition.

YC2 Season 3 features the **Regular Edition**, which includes Animation, Game Development, Graphic Novel, Online Content Creation, Playwriting, Screenwriting, and Songwriting, as well as the **Elementary and High School Editions**, which cover Graphic Novel, Online Content Creation, Short Story Writing, and Songwriting.

In this regard, we respectfully request the support of the Department of Education in disseminating information about YC2 Season 3 to schools and students under your jurisdiction, to encourage participation in the competition. We have attached the YC2 Season 3 Terms and Conditions for your reference.

Our Creative Focal Person, Mr. Mark Joseph O. Alonen, will be coordinating with you for any inquiries or further clarification and may be reached at 09951436945.

We highly appreciate your office's support in promoting this initiative, and we thank you for your kind attention and assistance.

Very truly yours,


MERLIE D. MEMBRERE
Acting Regional Director

MDM/JRM/MDA

REGION 1 – ILOCOS REGION





**YOUNG CREATIVES CHALLENGE (YC2) SEASON 3
REGULAR, ELEMENTARY, AND HIGH SCHOOL EDITIONS
TERMS AND CONDITIONS**

A. OVERVIEW

In line with the *Malikhaing Pinoy* Program, the Department of Trade and Industry (DTI) organizes the grandest showcase of creativity through the **Young Creatives Challenge (YC2)**. This nationwide competition aims to inspire, recognize, and showcase creative talents while providing young Filipino creatives with a platform for artistic growth and national recognition.

YC2 Season 3 continues to feature the **YC2 Regular Edition**, as well as the **YC2 Elementary and High School Editions**. The Regular Edition includes the following categories: *Animation, Game Development, Graphic Novel, Online Content Creation, Playwriting, Screenwriting, and Songwriting*. Meanwhile, the Elementary Edition and High School Editions cover the categories of *Graphic Novel, Online Content Creation, Short Story Writing, and Songwriting*.

B. MECHANICS

I. Eligibility.

- a. **Regular Edition.** The competition is open to all natural-born Filipino citizens ages 18-35, whether amateur or professional, participating either as individuals or as a team. Employees and affiliates of DTI, as well as their immediate family members up to the third degree of affinity or consanguinity, are not eligible to participate.
- b. **Elementary Edition and High School Editions.** The competition is open to all natural-born Filipino citizens enrolled in an educational institution from Grade 1 through Grade 12, participating either as individuals or as a team. Employees and affiliates of DTI, as well as their immediate family members up to the third degree of affinity or consanguinity, are not eligible to participate.
- c. Participants must be natural-born Filipino citizens and must retain their Filipino citizenship until the award is conferred, if any. If participating as a team, all members of the team must be natural-born Filipino citizens. DTI reserves the right to withhold additional support for winning entries if any participant loses their citizenship after receiving the award.
- d. Entries commissioned by third parties, as well as those that have received grants or awards from other competitions (including YC2 Season 1 or Season 2), are strictly prohibited. Participants who have won in either Season 1 or Season 2 may join again with a different entry; however, those who have won in both seasons are no longer eligible to participate. This prohibition also applies to semi-finalists from either season, regardless of category.

II. Theme. The competition theme is open, allowing participants full creative freedom to choose any topic or subject matter they wish to explore.

III. Original Content. All entries must be original works created by the participants. Plagiarism or any form of copyright infringement shall result in immediate disqualification.

IV. Adaptation

- a. If the entry is an adaptation of an existing work by another author, the participant must secure and submit a signed written consent from the original author. This consent must explicitly authorize both the adaptation and its entry into the competition.

- b. Entries commissioned by a third party or previously submitted to other competitions are not eligible. Only unpublished and unproduced works shall be accepted. Enhanced or modified versions of previously published or produced works are strictly prohibited.
- c. Entries that are initially shortlisted or announced as Semi-Finalists or Finalists, but are later found to have been previously published, produced, or submitted elsewhere, shall be disqualified.

V. Use of Artificial Intelligence (AI). Entries that are entirely generated or significantly assisted by artificial intelligence (AI) are strictly prohibited. However, limited use of AI tools for minor enhancements may be allowed, provided that the final output is primarily the result of the participant's own creativity and effort.

Acceptable enhancements may include, but are not limited to:

- a. Basic color correction and lighting adjustments;
- b. Noise reduction and image sharpening;
- c. Grammar and spell checking;
- d. Layout alignment or formatting aids;
- e. Caption or subtitle generation (with participant review and editing); and
- f. Transcription support for audio or video entries.

Participants who use AI in any part of their entry must ensure that its application adheres to the following ethical standards:

- a. Clearly disclose all AI tools or models used, including their specific function or purpose, in the official registration form;
- b. Ensure that the entry reflects originality and substantial creative input beyond AI-generated content;
- c. Guarantee that any AI-generated elements do not infringe on intellectual property rights; and
- d. Comply with a content review process, during which the DTI may request additional documentation or clarification regarding the extent of AI usage.

DTI reserves the right to disqualify any entry that fails to meet these ethical guidelines.

Use of AI may also affect the evaluation of entries. Point deductions, if applicable, shall be at the sole discretion of the judges based on the degree of AI involvement and its impact on the originality and creative quality of the entry.

VI. Copyright and Usage Rights.

- a. Participants retain full ownership, copyright, and all related rights to their entry.
- b. By entering the competition, participants grant DTI a non-exclusive, royalty-free license to use, reproduce, and promote the submitted content solely for purposes related to the competition.
- c. DTI shall not use the entries for any commercial purposes.

VII. Publicity. By joining the competition, participants consent to the use of their preferred screen names and entries in announcements and promotional materials related to the competition.

VIII. Disqualification. DTI reserves the right to disqualify any entry at any stage of the competition, including during submission, screening and validation, judging, deliberations, or any point prior to the official announcement of winners, if it is found to violate the terms and conditions, fail to comply with submission guidelines, or contain content that is inappropriate, unethical, harmful, or offensive. Entries may also be disqualified if they are deemed to tarnish the image or reputation of DTI.

Disqualification may also apply to participants whose behavior, whether online or in person, is found to be disrespectful, offensive, or inconsistent with the values upheld by DTI. This includes actions observed during the competition period, deliberations, or any official activity related to the program.

In the event of disqualification, the participant or team next in rank may be considered as a replacement winner, subject to validation and compliance with all competition requirements.

IX. Judging and Final Decision. All entries shall be evaluated by a panel of judges selected by DTI. The decisions of the judging panel are final and irrevocable.

X. Timeline. The competition will follow the schedule outlined below:

| Activity | Schedule* |
|--|---------------------------|
| Grand Launch | September 2025 |
| Submission of Entries | September – December 2025 |
| Judging Period (Semi-Finals) | January – February 2026 |
| Announcement of Semi-Finalists and Finalists | February – March 2026 |
| Submission, Validation, and Judging of Enhanced Entries | February – April 2026 |
| Presentation of Entries and Judges' Deliberations (Grand Finals) | April 2026 |
| Grand Finale | |

**This may still be subject to change.*

XI. Modification or Cancellation. DTI reserves the right to modify, suspend, or cancel the competition if circumstances arise beyond their control, without any liability.

XII. Prize Redemption and Taxation. To claim their prizes, winners must present a Taxpayer Identification Number (TIN) and an existing active bank account. While these are not required for entry submission, they are mandatory for prize redemption once the competition concludes. For winners in the Elementary and High School Editions, prizes must be claimed by their parents. Separate guidelines for claiming prizes shall be issued upon the conclusion of the competition.

All prizes exceeding ₱10,000 are subject to a 20% tax in accordance with Section 5 of Republic Act No. 10963, otherwise known as the Tax Reform for Acceleration and Inclusion (TRAIN) Law.

XIII. Waiver and Legal Responsibilities. All participants must sign the official Entry and Liability Waiver to confirm the originality of their entry, acknowledge DTI's limited usage rights, and agree to the competition's legal and ethical standards. The waiver outlines the terms regarding ownership, copyright, AI usage, liability, indemnification, disqualification, and other legal responsibilities. Entries without a completed waiver shall not be considered.

XIV. Acceptance of Terms: By participating in the competition, participants acknowledge and agree to abide by all terms, conditions, and related guidelines issued by DTI.

C. SUBMISSION GUIDELINES

I. Submission. To participate in the competition, participants must submit all required materials and documents through the official online registration form. Only one (1) submission per participant shall be accepted. Editing of submissions shall not be allowed, regardless of whether the submission period is extended.

II. Language. Entries may be written in, but not limited to, English or Filipino. In case the entry is written in another Filipino dialect/language, participants must also submit a document with the entry's translation set to English.

III. Content. DTI is committed to fostering a safe, respectful, and inclusive environment for all participants and audiences. As such, any entry containing hate speech, violence, harassment, or content deemed inappropriate, offensive, harmful, or unethical is strictly prohibited and may be grounds for disqualification.

Participants are encouraged to focus on positive, creative, and constructive themes that promote creativity, diversity, and inclusivity. Entries that explore visually or mentally disturbing topics such as horror, psychological thriller, gore, war and conflict, dark fantasy, abuse and

trauma, existential themes, social and political issues, and mental health disorders must be approached with utmost sensitivity and care due to their potential impact on viewers.

IV. Number of Entries. Each participating individual or team may join only one (1) category and submit only one (1) entry. Individuals who are part of a team entry may not submit a separate entry as an individual or as part of another team, regardless of category. In case multiple entries are submitted by the same individual or team, only the first entry received shall be considered, and all subsequent entries, regardless of category, shall be automatically disqualified.

V. Anonymity. Entries must not contain names, logos, or any marks that may identify or associate the participant(s) with the entry. This is to ensure impartiality during the screening and judging process.

VI. File Naming Format. All submitted files must follow this naming format: *Edition - Category - Entry Title - Requirement* (Example: Regular - Screenwriting_Feature - Ang Aking Bayan - Script)

VII. Formatting Requirements. All written entries must follow the format below:

- a. Font: Arial
- b. Font Size: 12
- c. Spacing: Double-spaced
- d. Margins: 1 inch on all sides
- e. Paper Size: A4

D. REQUIREMENTS AND CRITERIA

I. Regular Edition.

- a. **Animation.** This category holds immense potential within the creative industries, providing digital and contemporary avenues for flexible storytelling, artistic expression, immersive experiences, interactive media, and more. By bringing together Filipino animators through the competition, the initiative seeks to promote diversity and inclusivity while supporting industry growth by showcasing emerging talent and expanding the boundaries of animation as an art form.

| Requirements | Provisional Criteria |
|--|--|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must be an animated video, either in 2D or 3D, and may take the form of a film, skit, review, or any original content created for entertainment or educational purposes. The running time must be no less than five (5) minutes and no more than 10 minutes, including opening and closing credits. English subtitles must be embedded in the video. The video must have a minimum resolution of 1080p (Full HD), with dimensions of 1920 x 1080 pixels or an aspect ratio of 16:9. Files to be submitted: <ol style="list-style-type: none"> Full video – <i>MP4 format</i> Synopsis – maximum of 500 words, <i>PDF format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Logline Characters | <ul style="list-style-type: none"> Animation Skill: Quality of movement, visual effects, and transitions – 40% Content: Strength of story, character development, and narrative progression – 20% Technical Quality: Visual clarity, music scoring, and use of animation tools – 20% Creativity and Impact: Original technique and overall visual impact – 20% |

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| <ol style="list-style-type: none"> 3. Synopsis 4. Visual Style / Mood Board 5. Production Process (from concept and idea generation to the creation of the final output) 6. Marketability 7. Participant Profile <p>Note: Participants may include additional elements not listed above and may rearrange the order of the pitch deck as they see fit, provided that the presentation consists of a minimum of five (5) slides and a maximum of 10 slides.</p> | |
| Grand Finals | |
| <ul style="list-style-type: none"> • The Top 10 Finalists will be given the chance to enhance the technical components of their entries, such as graphics, transitions, and music scoring, based on the judges' feedback from the Semi-Finals judging. Each entry may also be extended by up to two (2) additional minutes to allow for further refinement. • Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. • All finalists are required to present their entries during a face-to-face deliberation session. • Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> 1. Full video – <i>MP4 format</i> 2. Maximum two (2)-minute video highlighting key parts of the entry, to be used during the deliberation session – <i>MP4 format</i> 3. Synopsis – maximum of 500 words, <i>PDF format</i> 4. Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> 5. Cover art – <i>PNG format</i> 6. 15-second video highlighting key parts of the entry – minimum resolution of 1080p (Full HD), 1920 × 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> <p>*The pitch deck content is the same as that required for the Semi-Finals round.</p> | <ul style="list-style-type: none"> • Animation Skill: Quality of movement, visual effects, and transitions – 30% • Content: Strength of story, character development, and narrative progression – 20% • Technical Quality: Visual clarity, music scoring, and use of animation tools – 30% • Creativity and Impact: Original technique and overall visual impact – 20% |

- b. **Game Development.** In the Philippines, game development has significantly contributed to the creative industries, economic growth, and technological advancement. Filipino game creators are well-positioned to expand their impact and strengthen their presence in the global gaming industry. This competition supports and actively advances that goal.

| Requirements | Provisional Criteria |
|--|--|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must be a game developed for any platform, such as mobile phones, computers, virtual reality, or consoles. Files to be submitted: <ol style="list-style-type: none"> Three (3)-minute gameplay or demo video showcasing key features – minimum resolution of 1080p (Full HD), 1920 × 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> Playable game demo with at least 70% completion – <i>EXE format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Introduction (story, gameplay mechanics, features, etc.) Visual Style / Mood Board Production Process (from concept and idea generation to the creation of the final output) Marketability and Sustainability Participant Profile <p>Note: Participants may include additional elements not listed above and may rearrange the order of the pitch deck as they see fit, provided that the presentation consists of a minimum of five (5) slides and a maximum of 10 slides.</p> | <ul style="list-style-type: none"> Content: Strength and coherence of the story, character development, and quality of dialogue – 30% Creativity: Originality, uniqueness of concept, and overall appeal or "hook" of the game – 30% Workmanship: Demonstrated skill, expressive quality, and clarity of execution – 20% Communication: Effectiveness in conveying intent, strength of strategy, and clarity of creative direction – 20% |
| Grand Finals | |
| <ul style="list-style-type: none"> The Top 10 Finalists will be given the chance to enhance the technical components of their entries based on the judges' feedback from the Semi-Finals judging, while preserving the core concept and identity of their entry. Existing features from the original submission may only be improved; removal of these features is not allowed. Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. All finalists are required to present their entries during a face-to-face deliberation session. They must bring the appropriate equipment or device for the judges' beta testing. Access to the game must also be provided to the panel, along with a downloadable app or playable demo representing at least 70% of the game | <ul style="list-style-type: none"> Creativity: Originality, uniqueness of concept, and overall appeal or "hook" of the game – 30% Gameplay: Quality of character design, ease of play, replay value, accessibility, and game progression – 30% Aesthetics: Visual style, design elements, music, and animation quality – 20% Technology: System stability, platform compatibility, use of development tools, and user-friendliness – 20% |

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| <p>build.</p> <ul style="list-style-type: none"> Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> Playable prototype or demo – <i>EXE format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> 15-second gameplay or demo video – minimum resolution of 1080p (Full HD), 1920 × 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> <p>*The pitch deck content is the same as that required for the Semi-Finals round.</p> | |
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- c. **Graphic Novel.** By offering unique narrative formats, showcasing visual creativity, expanding readership, and influencing popular culture, graphic novels such as comics, cartoons, manga, and other similar forms have made significant contributions to the creative sector.

| Requirements | Provisional Criteria |
|---|--|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must be a fully rendered graphic novel or a literary work translated into a compendium of visual digital art. It must consist of a minimum of 15 pages and a maximum of 20 pages, formatted in A4 layout and exported in high definition. Files to be submitted: <ol style="list-style-type: none"> Graphic novel – <i>PDF format</i> Synopsis – maximum of 500 words, <i>PDF format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Logline Characters Synopsis Visual Style / Mood Board Production Process (from concept and idea generation to the creation of the final output) Marketability Participant Profile <p>Note: Participants may include additional elements not listed above and may rearrange the order of the pitch deck as they see fit, provided that the presentation consists of a minimum of five (5) slides and a maximum of 10 slides.</p> | <ul style="list-style-type: none"> Content: Strength of the story, character development, and dialogue – 30% Workmanship: Overall execution, including neatness, artistic skill, and expressive quality – 30% Creativity: Use of style, technique, and originality or hook – 20% Visual Appeal: Effectiveness of design, use of tools, and overall visual strategy – 20% |
| Grand Finals | |
| <ul style="list-style-type: none"> The Top 10 Finalists will be given the chance to enhance the visuals of their entries based on the judges' feedback from the Semi-Finals judging. Finalists may extend their graphic novels by up to 10 additional pages or panels, provided that | <ul style="list-style-type: none"> Content: Quality of plot progression, character development, and dialogue – 40% Workmanship: Overall execution, including neatness, artistic skill, and expressive |

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| <p>the original plot remains unchanged.</p> <ul style="list-style-type: none"> Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. All finalists are required to present their entries during a face-to-face deliberation session. Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> Graphic novel – <i>PDF format</i> Synopsis – maximum of 500 words, <i>PDF format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> Prototype of the graphic novel – <i>physical copy</i> 15-second reading demo video highlighting key parts of the entry – minimum resolution of 1080p (Full HD), 1920 × 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> <p>*The pitch deck content is the same as that required for the Semi-Finals round.</p> | <p>quality – 20%</p> <ul style="list-style-type: none"> Creativity: Use of style, technique, and originality or hook – 20% Visual Appeal: Effectiveness of design, use of tools, and overall visual strategy – 20% |
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- d. **Online Content Creation.** This category aims to showcase and celebrate the diverse and innovative online content created by Filipino creatives. It seeks to foster a sense of community and provide a platform for talented content creators to share their work while supporting and promoting the Philippine creative industries.

| Requirements | Provisional Criteria |
|--|---|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must consist of a series of 10 short-form videos, each not exceeding one (1) minute, centered on a unifying theme or concept. All videos must be uploaded to the participant's TikTok account using the hashtags: #YoungCreativesChallengeS3, #YC2S3, #YC2S3RegularEdition, and #DTIMalikhaingPinoy. For team entries without a dedicated team account, the videos must be uploaded to one member's TikTok account. Files to be submitted: <ol style="list-style-type: none"> Detailed summary of the content created (maximum of 500 words), including links to the 10 videos – <i>PDF format</i> | <ul style="list-style-type: none"> Relevance: Clarity of message, connection among the videos, and coherence of the overall concept or story – 30% Creativity and Originality: Unique approach, content concept, storytelling, and execution – 30% Production Value: Overall quality of visuals, audio, editing, and presentation within the TikTok platform format – 30% Views and Engagement: Audience reach, reactions, and interactions (e.g., likes, comments, shares) – 10% |
| Grand Finals | |
| <ul style="list-style-type: none"> The Top 10 Finalists are required to present their entries during a face-to-face deliberation session. | <ul style="list-style-type: none"> Relevance: Clarity of message, connection among the videos, and coherence of the overall concept or story – 30% |

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| <ul style="list-style-type: none"> Files to be submitted: <ol style="list-style-type: none"> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> 15-second video highlighting key parts of the entry – minimum resolution of 1080p (Full HD), 1920 x 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Introduction (story, concept, etc.) Visual Style / Mood Board Production Process (from concept and idea generation to the creation of the final output) Marketability Participant Profile <p>Note: Participants may include additional elements not listed above and may rearrange the order of the pitch deck as they see fit, provided that the presentation consists of a minimum of five (5) slides and a maximum of 10 slides.</p> | <ul style="list-style-type: none"> Creativity and Originality: Unique approach, content concept, storytelling, and execution – 30% Production Value: Overall quality of visuals, audio, editing, and presentation within the TikTok platform format – 30% Presentation: Clarity, confidence, and delivery – 10% |
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- e. **Playwriting.** This category highlights original works that showcase the power of storytelling through theater. It aims to discover and celebrate Filipino playwrights whose pieces reflect creativity, cultural identity, and social relevance, while contributing to the growth of the Philippine theater arts scene.

| Requirements | Provisional Criteria |
|---|--|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must be a full-length script for a stage play in any genre, except musical or opera. Scripts must be suitable for live theater production and should not be written as screenplays or teleplays. The estimated running time of the script when staged must not exceed two (2) hours, with a script length of 80 to 120 pages. The script must include a title or cover page indicating the title of the entry. Files to be submitted: <ol style="list-style-type: none"> Script – <i>PDF format</i> Synopsis – maximum of 500 words, <i>PDF format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Logline Characters Synopsis Visual Style / Mood Board Production Process (from concept and idea generation to the creation of the final output) Marketability Participant Profile | <ul style="list-style-type: none"> Content: Strength of the narrative, character development, and dialogue – 30% Creativity: Originality of the concept, structure, and storytelling approach – 30% Workmanship: Clarity, coherence, and overall quality of writing and formatting – 20% Communication: Effectiveness in expressing the play's message, themes, and intent – 20% |

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| <p>Note: Participants may include additional elements not listed above and may rearrange the order of the pitch deck as they see fit, provided that the presentation consists of a minimum of five (5) slides and a maximum of 10 slides.</p> | |
| Grand Finals | |
| <ul style="list-style-type: none"> The Top 10 Finalists will be given the chance to enhance their entries based on the judges' feedback from the Semi-Finals judging, provided that the original plot remains unchanged. Minor changes in dialogue and sequencing may be made; however, entire scenes or sections may not be removed. Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. All finalists are required to present their entries during a face-to-face deliberation session. Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> Script – <i>PDF format</i> Synopsis – maximum of 500 words, <i>PDF format</i> Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> Cover art – <i>PNG format</i> 15-second reading demo video highlighting key parts of the entry – minimum resolution of 1080p (Full HD), 1920 x 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> <p>*The pitch deck content is the same as that required for the Semi-Finals round.</p> | <ul style="list-style-type: none"> Content: Strength of the narrative, character development, and dialogue – 40% Creativity: Originality of the concept, structure, and storytelling approach – 30% Workmanship: Clarity, coherence, and overall quality of writing and formatting – 10% Communication: Effectiveness in expressing the play's message, themes, and intent – 20% |

- f. **Screenwriting.** This category focuses on the craft of scriptwriting, encouraging the development of original, well-structured, and engaging stories for film. It aims to discover screenwriters with a strong sense of narrative, character, and dialogue, while also emphasizing the marketability and production potential of their work in the local and global film industries. This category has two (2) subcategories: **Feature Film** and **Short Film**.

| Requirements | Provisional Criteria |
|--|---|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must be a film script in any genre. For feature film entries, the script must be 50 to 120 pages long; for short films, it must be between five (5) and 30 pages. The script must include a title or cover page indicating the title and whether the entry is a feature or short film. Files to be submitted: | <ul style="list-style-type: none"> Storytelling: Narrative structure, plot development, and character depth – 30% Creativity: Originality in style, technique, and audience engagement – 30% Content: Relevance and coherence of the story, character arcs, and overall |

| | |
|---|--|
| <ol style="list-style-type: none"> 1. Script – <i>PDF format</i> 2. Synopsis – maximum of 500 words, <i>PDF format</i> 3. Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> 4. Cover art – <i>PNG format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> 1. Logline 2. Characters 3. Synopsis 4. Visual Style / Mood Board 5. Production Process (from concept and idea generation to the creation of the final output) 6. Marketability 7. Participant Profile <p>Note: Participants may include additional elements not listed above and may rearrange the order of the pitch deck as they see fit, provided that the presentation consists of a minimum of five (5) slides and a maximum of 10 slides.</p> | <p>progression – 20%</p> <ul style="list-style-type: none"> • Technical Quality: Proper formatting, effective pacing, visual storytelling, and overall scriptwriting proficiency – 20% |
| <p style="text-align: center;">Grand Finals</p> | |
| <ul style="list-style-type: none"> • The Top 10 Finalists will be given the chance to enhance their entries based on the judges' feedback from the Semi-Finals judging, provided that the original plot remains unchanged. Minor changes in dialogue and sequencing may be made; however, entire scenes or sections may not be removed. • Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. • All finalists are required to present their entries during a face-to-face deliberation session. • Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> 1. Script – <i>PDF format</i> 2. Synopsis – maximum of 500 words, <i>PDF format</i> 3. Pitch deck* – minimum of five (5) and maximum of 10 slides, <i>PDF format</i> 4. Cover art – <i>PNG format</i> 5. 15-second reading demo video highlighting key parts of the entry – minimum resolution of 1080p (Full HD), 1920 × 1080 pixels or 16:9 aspect ratio, <i>MP4 format</i> <p>*The pitch deck content is the same as that</p> | <ul style="list-style-type: none"> • Storytelling: Narrative structure, plot development, and character depth – 30% • Creativity: Originality in style, technique, and audience engagement – 30% • Content: Relevance and coherence of the story, character arcs, and overall progression – 20% • Technical Quality: Proper formatting, effective pacing, visual storytelling, and overall scriptwriting proficiency – 20% |

required for the Semi-Finals round.

- g. **Songwriting.** Music plays a vital and multifaceted role in the creative sector, serving as a powerful medium for storytelling, emotional expression, and human connection. In support of ongoing efforts to promote Original Pilipino Music (OPM), this category aims to discover and showcase talented Filipino musicians and composers.

| Requirements | Provisional Criteria |
|--|--|
| Semi-Finals | |
| <ul style="list-style-type: none"> The entry must be an original composition. It must not exceed five (5) minutes in length and may be in any musical genre. Files to be submitted: <ol style="list-style-type: none"> Song demo – <i>MP3 format</i> Lyrics – <i>PDF format</i> Brief explanation of the song –maximum of 300 words, <i>PDF format</i> Cover art – <i>PNG format</i> | <ul style="list-style-type: none"> Creativity: Originality of style, technique, and overall artistic expression – 40% Lyrics: Strength of storytelling, word choice, and emotional impact – 20% Musicality: Melody, harmony, rhythm, and overall sound quality – 20% Composition: Structure, phrasing, arrangement, and coherence of musical elements – 20% |
| Grand Finals | |
| <ul style="list-style-type: none"> The Top 10 Finalists will be given the chance to enhance the technical aspects of their entry, such as audio quality, arrangement, or instrumentation, based on the judges' feedback from the Semi-Finals judging. However, the original message, structure, and creative identity of the piece must be preserved. Verses may be rearranged but not removed. Minor revisions to lyrics and musical arrangement are allowed. Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. All finalists are required to present their entries during a face-to-face deliberation session. The finalist may choose to perform the song personally or designate an interpreter to perform on their behalf. Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> Song demo – <i>MP3 format</i> Instrumental version – <i>MP3 format</i> Lyrics – <i>PDF format</i> Brief explanation of the song – maximum of 300 words, <i>PDF format</i> Cover art – <i>PNG format</i> | <ul style="list-style-type: none"> Creativity: Originality of style, technique, and overall artistic expression – 20% Lyrics: Strength of storytelling, word choice, and emotional impact – 20% Musicality: Melody, harmony, rhythm, and overall sound quality – 20% Composition: Structure, phrasing, arrangement, and coherence of musical elements – 20% Market Viability and Impact: Potential appeal to target audiences, relevance, and potential influence in the music industry – 20% |

II. Elementary and High School Editions.

- a. **Graphic Novel.** This category encourages young storytellers to combine words and illustrations to create fun, meaningful, and creative stories. Through comics, cartoons,

manga, and other similar forms, students can explore their imagination, develop their artistic skills, and share stories that can inspire and entertain others.

| Requirements | Provisional Criteria for Elementary Edition | Provisional Criteria for High School Edition |
|--|---|--|
| Semi-Finals | | |
| <ul style="list-style-type: none"> The entry must be a fully rendered graphic novel or any literature translated to a compendium of visual digital art. It must consist of a minimum of five (5) pages and a maximum of 10 pages for the Elementary Edition, and a minimum of 10 pages and a maximum of 15 pages for the High School Edition, formatted in A4 size and exported in high definition. Files to be submitted: <ol style="list-style-type: none"> Graphic novel – <i>PDF format</i> Synopsis – maximum of 200 words for the Elementary Edition and up to 300 words for the High School Edition, <i>PDF format</i> | <ul style="list-style-type: none"> Content: Clarity and development of the story, characters, and dialogue – 50% Workmanship: Effort, neatness, and ability to express ideas clearly through writing and visuals – 30% Appeal: Overall impact and attractiveness of the entry, including design and presentation – 20% | |
| Grand Finals | | |
| <ul style="list-style-type: none"> The Top 10 Finalists will be given the chance to enhance the visuals of their entries based on the judges' feedback from the Semi-Finals judging. Finalists may extend their graphic novels by up to five (5) additional pages or panels, provided that the original plot remains unchanged. Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. All finalists are required to present their entries during a face-to-face deliberation session. Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> Graphic novel – <i>PDF format</i> Synopsis – maximum of 200 words for the Elementary Edition and up to 300 words for the High School Edition, <i>PDF format</i> Pitch deck* – maximum of five (5) slides, <i>PDF format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Title of the Entry What is your entry about? What inspired you to create your entry? Why did you decide to join YC2? | <ul style="list-style-type: none"> Content: Clarity and development of the story, characters, and dialogue – 50% Workmanship: Effort, neatness, and ability to express ideas clearly through writing and visuals – 30% Appeal: Overall impact and attractiveness of the entry, including design and presentation – 20% | |

- b. **Online Content Creation.** This category encourages young Filipinos to express their creativity through fun and meaningful online content. It aims to showcase original ideas and

talents, while helping students explore digital platforms as a way to connect, share stories, and celebrate Filipino creativity.

| Requirements | Provisional Criteria for Elementary Edition | Provisional Criteria for High School Edition |
|---|---|--|
| Semi-Finals | | |
| <ul style="list-style-type: none"> The entry must consist of a series of three (3) short-form videos for the Elementary Edition and five (5) for the High School Edition, each not exceeding one (1) minute, centered on a unifying theme or concept. All videos must be uploaded to the participant's TikTok account using the hashtags: #YoungCreativesChallengeS3, #YC2S3, #YC2S3ElementaryEdition or #YC2S3HighSchoolEdition, and #DTIMalikhaingPinoy. For team entries without a dedicated team account, the videos must be uploaded to one member's TikTok account. Files to be submitted: <ol style="list-style-type: none"> Detailed summary of the content created (maximum of 200 words for the Elementary Edition and up to 300 words for the High School Edition), including links to videos – <i>PDF format</i> | <ul style="list-style-type: none"> Creativity: Originality of the idea and creative use of visuals, sounds, or storytelling – 40% Overall Impact: The impression the content leaves on viewers in terms of message, emotion, or entertainment – 30% Quality: Clarity of video and audio, editing, and overall organization of the content – 20% Views and Engagement: Audience reach, reactions, and interactions (e.g., likes, comments, shares) – 10% | |
| Grand Finals | | |
| <ul style="list-style-type: none"> The Top 10 Finalists are required to present their entries during a face-to-face deliberation session. Files to be submitted: <ol style="list-style-type: none"> Pitch deck* – maximum of five (5) slides, <i>PDF format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Title of the Entry What is your entry about? What inspired you to create your entry? Why did you decide to join YC2? | <ul style="list-style-type: none"> Creativity: Originality of the idea and creative use of visuals, sounds, or storytelling – 40% Overall Impact: The impression the content leaves on viewers in terms of message, emotion, or entertainment – 30% Quality: Clarity of video and audio, editing, and overall organization of the content – 20% Presentation: Clarity, confidence, and delivery – 10% | |

- c. **Short Story Writing.** Short stories are a creative way for young writers to share their ideas, experiences, and imagination. This category encourages students to explore storytelling through characters, settings, and meaningful messages. Even with a limited length, short stories can still be powerful as they show how much can be said using only a few words.

| Requirements | Provisional Criteria for Elementary Edition | Provisional Criteria for High School Edition |
|---|---|--|
| Semi-Finals | | |
| <ul style="list-style-type: none"> The entry must be a work of fiction with a word count of 1,000 to 7,500 words for the Elementary Edition, and 1,000 to 10,000 words for the High School Edition. Files to be submitted: <ol style="list-style-type: none"> Short Story – <i>PDF Format</i> Synopsis – maximum of 200 words for the Elementary Edition and up to 300 words for the High School Edition, <i>PDF</i> | <ul style="list-style-type: none"> Story and Structure: Clarity and flow of the story, with a clear beginning, middle, and end; includes well-developed characters and a meaningful message – 50% Creativity: Originality of the idea, use of imagination, and how uniquely the story is told – 30% | |

| <i>Format</i> | <ul style="list-style-type: none"> Overall Appeal: General impact of the story, including how engaging and enjoyable it is to read – 20% |
|--|--|
| Grand Finals | |
| <ul style="list-style-type: none"> The Top 10 Finalists will be given the chance to enhance their entries based on the judges' feedback from the Semi-Finals judging. Revisions may focus on language, style, and clarity, provided that the original plot remains unchanged. Enhancements must be submitted within the prescribed enhancement period to be considered for Grand Finals judging. If a finalist does not submit an enhanced version during the specified period, their original entry from the Semi-Finals will be considered for evaluation. If an enhanced entry is submitted, the finalist must also formally declare all changes made to the original version as part of their submission. All finalists are required to present their entries during a face-to-face deliberation session. Files to be submitted for the enhanced entry: <ol style="list-style-type: none"> Short Story – <i>PDF format</i> Synopsis – maximum of 200 words for the Elementary Edition and up to 300 words for the High School Edition, <i>PDF format</i> Pitch deck* – maximum of five (5) slides, <i>PDF format</i> <p>*Pitch Deck Content:</p> <ol style="list-style-type: none"> Title of the Entry What is your entry about? What inspired you to create your entry? Why did you decide to join YC2? | <ul style="list-style-type: none"> Story and Structure: Clarity and flow of the story, with a clear beginning, middle, and end; includes well-developed characters and a meaningful message – 50% Creativity: Originality of the idea, use of imagination, and how uniquely the story is told – 30% Overall Appeal: General impact of the story, including how engaging and enjoyable it is to read – 20% |

- d. **Songwriting.** Music is a fun and creative way to tell stories, share feelings, and connect with others. This category encourages young Filipino learners to explore their musical talents by writing original songs. It also supports the love for Original Pilipino Music (OPM) and aims to discover and inspire the next generation of Filipino songwriters.

| Requirements | Provisional Criteria for Elementary Edition | Provisional Criteria for High School Edition |
|--|---|---|
| Semi-Finals | | |
| <ul style="list-style-type: none"> The entry must be an original composition. It must not exceed three (3) minutes in length and may be in any musical genre. Files to be submitted: <ol style="list-style-type: none"> Song demo – <i>MP3 format</i> Lyrics – <i>PDF format</i> Brief explanation of the song –maximum of 100 words, <i>PDF format</i> | <ul style="list-style-type: none"> Creativity: Originality and uniqueness of the song's idea and style – 40% Lyrics: Clarity and effectiveness of the words in telling a story or expressing an idea – 30% Melody and Composition: Structure of the song, flow of verses and chorus, and appeal of the tune – 20% Overall Appeal: Catchiness and how enjoyable the song is as a whole – 10% | |