

1st PHILIPPINE DATA FESTIVAL

15-16 November 2018



"Bringing Statistics Closer to the People"



Game Mecahnics: Stat Genius

Game Description

Similar to the concept of the Filipino Pantomime Game "Pinoy Henyo", Stat Genius is a game which encourages deductive skills by guessing statistical terms and concepts, as well as general information on the Philippine Statistical System (PSS). The goal of the game is for a player to correctly guess a given word through a series of asking deductive questions to another player, under a specified time frame (i.e. two minutes).

Contestants

In a game of Stat Genius, one team shall comprise of two players with one player assigned to guess the word (Player 1) while the other player is assigned to give clues by answering Player 1's questions (Player 2). Invited students are the players of the "Stat Genius" game during the Philippine Data Festival. Time allotted for the game is one (1) hour and forty (30) minutes.

Mechanics

1. The word to be guessed will be flashed through a wide screen monitor in an angle that will not be visible to the assigned guesser (e.g. Player 1). Player 1 must ask a series of deductive questions that should be only answerable by *Oo/Yes*, *Hindi/No*, or *Pwede/Maybe*. Likewise, the Player 2 can only reply with *Oo/Yes*, *Hindi/No*, or *Pwede/Maybe*. Other replies shall incur a penalty of 3 seconds per penalty which will be added to the total recorded time of the playing team.
2. Contestants may speak in either *English*, or *Filipino*.
3. The allotted time for the contestants to guess the correct term/concept is two (2) minutes. The total time of the Stat Genius game should not exceed the allotted time (1 hour & 30 minutes) and hence should be finished within the allotted time frame.
4. The order of play of the competing teams shall be pre-drawn by the PSA organizer. The team with a pre-drawn number 1 shall play first, followed by the team with a pre-drawn number 2, and so on. The PSA organizer reserves the right to change the order of play of each team as necessary as possible.
5. The game's marshals/arbiters/timer shall record the length of time the playing team guessed the term/concept. If the playing team cannot guess the term/concept within the time limit, they will be eliminated from the game. The PSA organizers reserve the right to make final judgement in case critical situation arises such as recording time issues, rule violations, among others. In addition, the PSA organizer also reserves the right to disqualify a contestant found cheating or commit any grievous act resulting to the disruption of the game. Further, the game marshals/arbiters reserve the right to deny an audience from the contest venue due to interference of the game.
6. During the game proper, the game's marshals/arbiters reserve the right to change or add a rule and procedure as the situation warrants it.
7. All words, terms and categories to be guessed shall be related to the theme of the Philippine Data Festival, Official Statistics, and statistics in general.
8. The game shall be divided into two-parts: the *elimination* round and *final* round.



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Elimination Round

9. During the elimination round, the team has the leeway to decide who is the designated guesser and a tipster.
10. The team shall draw only one term/concept to be guessed within the total allotted time of 2 minutes.
11. The three (3) teams which recorded the shortest time in guessing the terms/concepts will advance to the final round. In case of tie, the tie teams shall play again until the team with the least amount of time has been determined and shall advance to the final round. The arbiters reserve the right to make a final judgement call in case of tight situation.

Final Round

12. During the final round, each team member shall draw 5 terms/concepts for a total of 10 terms/concept to be guessed. Each team member shall guess continually or alternately within two minutes. During the game proper, the team member can say "**pass**" to alternate the guesser and the tipster if having a difficulty guessing or "**next**" if the guesser wants to proceed to the next terms/concepts.
13. The winners shall be determined according to the highest number of terms/concepts guessed by the team. In case of a tie, the team with a shortest time recorded in guessing the correct terms/concepts will be declared winner. The arbiters reserve the right to make judgement call in case of a very tight situation.
14. The team that guess the highest number of terms/concepts will be declared first, while the team with second highest number of terms/concepts will be declared second, and so on. In case of a tie, the team with the shortest time in guessing the terms/concepts will be declared winner. The arbiters reserve the right to make a final judgement call.

During the game proper, the host of the game shall impose an embargo to the audience to prevent from coaching or giving any hint to the playing team. The game marshals/arbiters shall strictly monitor the audience and shall evict any audience caught violating interfering/disrupting or giving hint to the playing team.