

## TechTok Challenge: CTRL+ NEXT Edition

Online Registration Link: [<refer to provided Reg Link in our Facebook Page>](#)

*A vertical video competition where teams of three (3) members create an original short-form video showcasing technology, innovation, digital transformation, and leadership. Entries may explore themes such as future technology, student innovation journeys, social impact, IT student life, or RAITE spirit. Videos are evaluated based on relevance, creativity, visual quality, content, and engagement.*

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1. Competitors and coaches must meet the requirements specified in General Guidelines.
2. Each qualified school may send up to two (2) competing teams, with each team consisting of three (3) members.
3. Participants shall create a short-form vertical or portrait video that showcases the role of technology, innovation, digital transformation, and leadership in shaping the future of students and society. (Video should be TikTok ready for upload)
4. Videos will be uploaded to the official PSITE Central Luzon TikTok platform for public viewing and voting. Competitions are judged based on relevance, creativity, visual quality, content, technical execution, and engagement.
5. Entries must be created specifically for RAITE 2026. Competitors and their respective schools will not be allowed to post videos on their digital platforms; however, they may share the official entries on their accounts and platforms.
6. The submission deadline is on or before **August 16, 2026**.
7. Suggested Video Content. Participants may choose any of the following concepts:

### Category 1: Future Tech Vision

Create a video showing how technology will shape education, work, business, healthcare, or society in the future.

Examples:

- A day in the life of an IT professional in 2035
- Smart campus technologies
- AI-powered classrooms
- Future careers in technology

### Category 2: Life of a Digital Innovator

Showcase the journey of students becoming future technology leaders.

Examples:

- Student developer journey
- Building a startup idea
- Learning programming and innovation
- Overcoming challenges in technology education

Category 3: Technology for Social Good

Demonstrate how technology can address real-world problems.

Examples:

- Disaster response technologies
- Educational technology solutions
- Healthcare innovations
- Environmental monitoring systems

Category 4: IT Student Experience

Create a creative, humorous, or inspiring video about life as an IT student.

Examples:

- Programming struggles
- Project deadlines
- Hackathon experiences
- Teamwork and innovation

Category 5: RAITE 2026 Spirit

Highlight the significance of RAITE in developing future-ready professionals.

Examples:

- Why students should participate in RAITE
- Technology and leadership
- Collaboration among institutions
- Celebrating IT education

8. Content Requirements. The video must:

- Reflect the official theme.
- Include the official competition title card or theme at the beginning or end.
- Be original and produce specifically for RAITE 2026.
- Convey a clear and meaningful message.
- Be suitable for public viewing.
- Artificial Intelligence Policy

9. The use of Artificial Intelligence is STRICTLY PROHIBITED in the creation of video content. This includes AI-generated videos, images, voiceovers, avatars, scripts, animations and music.

10. Video Specifications

Specification	Description
Resolution	1080 × 1920 pixels (Full HD)
Format	.mp4
Aspect Ratio	Vertical Video (9:16 Aspect Ratio)

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<b>Specification</b>	<b>Description</b>
<b>Music</b>	Teams can select royalty-free music or ensure they have the proper rights to use the selected music.
<b>Duration</b>	Minimum: 30 seconds Maximum: 90 seconds <i>(including credits, intro and outro)</i>
<b>Language</b>	English Filipino Combination of English and Filipino  Special Note: Subtitles are required esp, for non english.
<b>Filename</b>	TechTok_SCHOOLNAME
<b>Example</b>	TechTok_UCST

11. Participants must produce all content themselves.
12. Any violation shall result in automatic disqualification.
13. Participants shall submit the final output in MP4 format and the raw project files. For verification purposes, participants must also submit:
  - Original video clips
  - Project files
  - Screenshots of editing timeline/workspace
  - Supporting assets used in production
14. The Competition Committee reserves the right to inspect all materials to verify originality. Failure to submit supporting files upon request shall result in disqualification.
15. Participants shall produce an original TikTok-style short-form video based on the theme.
16. Videos may feature acting, storytelling, interviews, demonstrations, motion graphics, or creative editing.
17. Participants may use any video editing software.
18. Copyrighted content (clips, media objects and audio) without permission is prohibited. The video must not contain offensive, discriminatory, political, or inappropriate material.
19. Prohibited Acts. The following shall result in automatic disqualification:
  - Use of any AI-generated content.
  - Plagiarism or copyright infringement.
  - Submission of previously published competition entries.
  - Use of offensive, defamatory, or inappropriate content.
  - Falsification of raw files or production materials.

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- Receiving outside assistance during the competition period.
1. Final outputs must be uploaded through the system using the account where the coach registered the competitor. For final output files with a size of 1 GB or larger, upload the video to Google Drive and ensure that the sharing permission is set to "Anyone with the link can view." Copy the shareable link into a text file (.txt), then upload the text file to the system in place of the video. (Make sure the file size is still allowed in TikTok platform)
  2. Further details will be announced through the official Group Chat of this competition. Competitors and their coaches are REQUIRED to join the said communication channel.
  3. The cut-off for voting is on **September 4, 2026**.
  4. Criteria for judging:

<b>CRITERIA</b>	<b>PERCENTAGE</b>
<b>Relevance to Theme</b>	20%
<b>Creativity and Originality</b>	25%
<b>Visual Impact and Aesthetics</b>	25%
<b>Content Accuracy and Organization</b>	15%
<b>Technical Execution and Design Quality</b>	10%
<b>Facebook Like and Reaction</b>	5%
<b>TOTAL:</b>	<b>100%</b>

<b>FACEBOOK LIKE AND REACTION</b>	<b>POINTINGS</b>
5,000 above	5 points
4,000 - 4,999	4 points
3,000 - 3,999	3 points
1,000 - 2,999	2 points
Below 1,000	1 point

14. Winners will receive the following:
  - **Champion** - Cash Prize, Certificate and Plaque
  - **1st Runner-up** - Certificate and Plaque
  - **2nd Runner-up** - Certificate and Plaque