

Online



International Avicenna Youth Science Fair (IAYSF) 2021

ORGANIZED BY :



IARC
International Avicenna
Research Center



IYSA
Indonesian Young
Scientist Association

SUPPORTED BY :



IFIA
Founded 1968
INTERNATIONAL FEDERATION
OF INVENTORS' ASSOCIATIONS

Welcome To **International Avicenna Youth Science Fair (IAYSF)**

BACKGROUND

Currently, research is very much needed to solve the problems that occur around us. Many of the research results they have made are limited to research that cannot be developed and cannot be perfected due to limited discussions with experts or funding. Currently, these students are competing to develop their research results by participating in competitions or giving presentations to be more active, creative and innovative.

Therefore, International Avicenna Research Centre (IARC) in-collaboration with Indonesian Young Scientist Association (IYSA) (This event is supported by MILSET and IFIA (International federation of Inventors Association)) will hold an international-level invention competition, called "International Avicenna Youth Science Fair (IAYSF)" as the right platform to nurture our young talented inventors who are active, creative and innovative.



OBJECTIVES

1. To provide a platform for invention and innovation events to develop creative minds and spirits of young talented students.
2. To develop the skill of scientific research and interest in innovation and invention among young talented students.
3. To exchange invention and innovation experiences through common interest between students regardless of their nationality.

TIME SCHEDULE

Event Date/Important Dates

Date	Description
September 10, 2021	Registration Deadline
September 16, 2021	Payment Deadline
September 16, 2021	Submission deadline
October 6, 2021	Opening Ceremony
October 7-9, 2021	Online Judging Session
Tentative	Closing Ceremony

Online registration and submission via website, www.iaysf.com

GENERAL PROVISION

1. Participants are students (elementary, secondary and university)
 2. Each team consists of a maximum of 5 students and appoints a student as a team leader.
 3. The duration of the evaluation session is 15 minutes (7 minutes presentation and 8 minutes question and answer session)
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CATEGORIES

- **Science**

Biology & Medical Science, Chemistry, Social Science, Environmental Science, Physics, Neuroscience, Engineering, Math & Computer Science)

- **Invention**

Engineering, Chemistry, Medical

- **Entrepreneurship**



DOCUMENT REQUIREMENTS

1. Abstract

Abstract should not exceed one A4 page.

Font type = Times New Roman, Font size = 12.

Abstract should include:

- a. Project Title
- b. Participant's Name
- c. Institution/ Organisation / School / Country
- d. Email
- e. Introduction / Summary of the project
- f. Conclusion
- g. Keywords

2. Extended Abstract

Extended Abstract Format

- I.** Introduction Pages – contains background issues, problem details and motivation statement,
- II.** Materials and methods - contains materials and methods used in relation with the issue.
- III.** Discussion - contains a discussion of the issues raised in the paper based on the reference or bibliography from research articles, non-research articles, books, printed media, online media, and/or the media/sources of other references related with the issue raised in the research paper.
- IV.** Closing - contains the conclusion of the discussion that has been describe previously.

Provide a list of references that contains at least 10 of references used in the paper.

Extended Abstract Rules :





Abstract in English

- a.** Each scientific paper must not exceed 10 pages excluding cover and references page.
- b.** Font : Arial (12), line space : 1, margin : 4,3,3,3 (left, right, top, bottom), justify, paper A4
- c.** Paper should be typed by following the correct and proper scientific writing procedures.
- d.** Extended abstract in PDF and word

POSTER FORMAT

1. Poster explains about the method of the project.
2. Poster size is A0

POSTER LAYOUT

 IARC International Avicenna Research Center	FLAG	 Inilact ASIA
 IYSA Indonesian Young Scientist Association	COUNTRY OF ORIGIN PROJECT TITLE	 IFIA Founded 1968 INTERNATIONAL FEDERATION OF INVENTORS ASSOCIATIONS
INTRODUCTION	METHOD	
DATA AND DISCUSSION	CONCLUSION	
RECOMMENDATION		
REFERENCES		

3. Presentation Format
 1. Presentation must be delivered in English, as well as the presentation material (in power point format)
 2. Each team has 7 minutes to present their work and 8 minutes to have feedback session with the judges. Each team has 15 minutes during assessment and presentation session with judges.
 3. Each team must show the product or prototype while doing the presentation.

REGISTRATION FEES

There are 2 categories for participation fee:

1. MILSET and IFIA Member: 50 \$/team.

Team will receive 1 medal and e- Certificate (exclude shipping fee)

2. MILSET and IFIA Non-Member: 70 \$/team.

Team will receive: 1 medal and e- Certificate medal (exclude shipping fee)

PAYMENT METHOD

Payments are made by transfer through the following organiser account:

Bank	: Mandiri
Branch	: ATC Parung, Bogor
Bank Code	: 008
Bank Address	: Jl. Raya Parung No. 6 Bogor, Jawa Barat – 16330
Postal Code	: 13326
No. Account	: 133-001-629-2971
Swift Code	: BMRIIDJA or BMRIIDJAXXX
Account name (Beneficiary)	: Perkumpulan Peneliti Belia Indonesia
Address Beneficiary	: Candraloka Telaga Kahuripan blok AA7/19 RT 003/ RW 011 Kemang Bogor 16311
Transfer News	: IAYSF_2021_Name of Institution_ Leader's Name



AWARDS



GOLD



SILVER



BRONZE

**IARC Young Scientists
Awards**

IYSA Special Awards

IYSA Grand Awards

Registration Link :

<http://bit.ly/Rigistration-Form-IAYSF-2021>

EXTENDED ABSTRACT

Extended Abstract

Promotional Strategies For Tourism Through "Jejak Nusantara" Game In Efforts To Recognise Local Tourism In The East Java Province During The Covid-19 Pandemic

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Abstract

It is hoped that the development of tourism will benefit communities, since the tourism sector is one of the economic development sectors. Tourism activities are one of the non-gas sectors that are expected to contribute significantly to the country's economy. Indonesia tourism development is based on the principles of sustainable tourism primarily for its greatest potential in marine and cultural tourism. Local wisdom is the soul of Indonesia's diverse cultural identity and can be used as an innovation in sustainable tourism development combined with the potential for Marine tourism. But since the corona virus outbreak in Indonesia in mid-march 2020, governments have shut down access to access and out of lockdown to prevent further outbreaks. This has certainly impair the economic performance of a region especially in the field of tourism industry. Given the process of propagating the corona virus so rapidly, governments have developed a normal new policy to restore languished economies in a period of lockdown. Despite the upswing of new normal, most of the local tourist sector remained weakened. Looking at some of these problems researchers want to create an innovation to help boost the economy especially in the field of tourism in the form of promotions for tourism through interactive games. It uses quantitative research methods, the data in the study is taken using distribution of questionnaire and interviews to specialized experts. The study is hoped to provide an opportunity to boost local tourism sectors in the eastern province of Java.

Keyword: *local tourism, jejak nusantara, covid-19*

Introduction

Indonesia as a country with thousands of islands, various natural beauties and a population consisting of hundreds of ethnic groups, actually has great potential for natural, social and cultural tourism. The potential and existing natural resources can be developed into attractive tourist

objects. Most of these natural resources have been utilized and developed into several tourist objects. Tourism is an activity to take a trip that aims to get pleasure, seek satisfaction, know something, improve health, enjoy sports or rest, fulfill duties, make pilgrimages and other purposes (James J. Spillane, 1982). In



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