

Zagreb, 9th January 2020



SUBJECT: Invitation for participation in STEM Games

Dear Sir,

On behalf of the organization of STEM Games, the international student competition in problem-solving exercises, sports and esports, I am writing to invite you - your students, assistants and professors - to participate as competitors in STEM Games competition.

STEM Games is a joint initiative of students coming from fifteen higher education institutions, namely:

- Faculty of Electrical Engineering and Computing, University of Zagreb;
- Faculty of Electrical Engineering, Computer Science and Information Technology Osijek, Josip Juraj Strossmayer University of Osijek;
- Faculty of Electrical Engineering, Mechanical Engineering and Naval Architecture, University of Split;
- Faculty of Organization and Informatics, University of Zagreb;
- Faculty of Mechanical Engineering and Naval Architecture, University of Zagreb;
- Department of Mathematics, Josip Juraj Strossmayer University of Osijek;
- Faculty of Science, University of Split;
- Faculty of Science, University of Zagreb;
- Faculty of Engineering, University of Rijeka;
- Mechanical Engineering Faculty in Slavonski Brod, Josip Juraj Strossmayer University of Osijek;
- University Department of Professional Studies, University of Split;
- Zagreb University of Applied Sciences;
- Mechanical Engineering Faculty, Department of Mathematics, Department of Physics, Department of Informatics, Department of Biotechnology, University of Rijeka;
- Faculty of Electrical Engineering, University of Sarajevo;
- University of Mostar
- University of Regensburg

The competition will provide participants with the opportunity to compete in problem-solving exercises and sporting events as well as share experience and meet peers. The competition will take place from the 5th until the 10th of May 2020 in Rovinj, Croatia where more than 1500 of the best European students will compete. The event aims to foster interdisciplinarity, exchanging knowledge with problem-solving exercises while simultaneously promoting university sports and a healthy lifestyle.

Each student can apply for participation in one of the three competition areas. Problem-solving exercises, sporting events and esports events.

Competing in problem-solving exercises is an innovative concept which includes solving project assignments in four arenas representing the four STEM areas: *Science Arena*, *Technology Arena*, *Engineering Arena* and *Mathematics Arena*. To illustrate, instead of solving complex exercises demonstrating solely their knowledge, students will apply their engineering and critical thinking skills, work in teams and successfully present real problem solutions to win the competition. After the entire day of competing in various disciplines, students will relax and socialise participating in quizzes, beach parties, music, board and computer games.

Esports refers to tournaments in which participants compete in playing multiplayer video games. The players prove their skills by playing against contending teams, and in order to win, they have to demonstrate skill, agility, tactics and exceptional teamwork. In the eSport Arena students are going to compete in four categories: League of Legends, Counter-Strike: Global Offensive, Hearthstone and Pro Evolution Soccer.

Sporting events bring hundreds of student athletes together to compete in a multi-sport event which includes football, basketball, handball, volleyball, beach volleyball, indoor rowing, table tennis, cross country running and chess. Sporting events are often met with thunderous cheering which helps our athletes demonstrate their speed, tactics and ball handling skills.

The energy, enthusiasm and devotion of the students organising the competition ensures it to be an one-of-a-kind and highly organised event, providing the ideal environment for meeting peers as well as connecting higher education institutions and industry. Therefore, I would like to use this opportunity to invite you to participate in the competition and support your students in this year's STEM Games.

If this has sparked your interest, a student representative should contact Tima Redžović, the Head of the Organisation team, via email tima.redzovic@stemgames.hr and provide the following information:

- name, surname, contact number and email of your institution representative and vice-representative (it is most efficiently if an institution representative is a student representative or a head of a student organisation responsible for competitions);
- letter of motivation with a description of participation interest;
- estimated number of participants for each of the categories in problem-solving exercises, sporting events and esports event (for more information, visit the STEM Games official website <https://stemgames.hr/en/>).

We are looking forward to receiving your applications and seeing you in Rovinj.

Best regards,

Head of STEM Games organisation



Tima Redžović