IOI 2018 JAPAN
TSUKUBA, IBARAKI

30th International Olympiad in Informatics2018
September 1 – 8 , 2018 Tsukuba, Ibaraki

Vol.1 Saturday, September 1, 2018

About IOI

International Olympiad in Informatics Arrives in Tsukuba, Ibaraki

The International Olympiad in Informatics has arrived in Japan. From Saturday September 1st through to Saturday September 8th 2018, more than 500 young contestants and team leaders from a record-breaking 87 countries are gathering in Tsukuba Science City, Japan to take part in one of the most prestigious computer science competitions in the world, the 30th International Olympiad in Informatics (IOI 2018). The event is co-organized by Ibaraki Prefecture, Tsukuba City, the University of Tsukuba, the Japan Science and Technology Agency, and the Japan Science Support Foundation plus an array of sponsors providing support.

The participants represent the brightest and most talented computing minds of high-school age in the world, with up to 4 contestants coming from each country plus their team leaders. During the one week Olympiad program, two days (Monday and Wednesday) are reserved for the core events - the most intense hours of all – the contests themselves. Typically, for both contests, each individual mind-athlete is set three computer science problems to solve within a grueling 5-hour time limit. They must deliver solutions using their sharpest analytical skills, algorithmic dexterity and creative code-writing.

On the non-contest days there will be ceremonials and a "Knowledge Fair" as well as several opportunities to experience the culture and sights of the host country through fun activities held at the Olympiad venues and various excursion trips around the local region. Tsukuba itself is home to Japan's largest center for scientific R&D, including Japan's Space program, so the local excursions include educational visits that will be equally fascinating, relevant and inspirational.

While the students engage in their first contest on Day Two of the program, country team leaders will meet concurrently for the 12th IOI Conference, a series of lectures on computer science education, informatics and contest-related topics. This also offers an opportunity for the leaders to address organizational issues and develop this prestigious Olympiad into the future.

The main objectives of the Olympiad, and the IOI in general, are to discover, encourage, and recognize young people who are exceptionally talented in the informatics field, to foster friendly international relationships among the related communities, to bring informatics to the attention of more young people, and promote the organization of more informatics competitions in secondary schools. As a result, even more countries will compete for the honor to host the event.

The idea for the IOI was first proposed in 1987 by the Bulgarian Professor Sendov. Less than 2 years later, in May 1989, the very first Olympiad was held and sponsored by UNESCO. Students from 20 countries gathered in Pravetz, Bulgaria. On that occasion contestants numbered a modest 29 students. Now, almost 30 years later, the IOI is the second largest such event after the International Mathematical Olympiad (in terms of countries), and attracts many hundreds of contestants. In the past 5 years it has been held in Australia, Taiwan, Kazakhstan, Russia and Iran, while many other countries have also acted as hosts in the years since 1989.

IOI 2018 Venue

Tsukuba is set within the lush green countryside of Ibaraki Prefecture and accessed in less than an hour by express rail from Tokyo's famed Akihabara electronics hub, 50km away.

The venues for IOI 2018 will be held in the heart of the Tsukuba Science City divided across two convention facilities - the Tsukuba International Congress Center and Tsukuba Capio Arena.

The former, also known as "Epochal Tsukuba" has previously hosted student Olympiad events and provides several meeting rooms, the largest being the Main Hall (with over 1200 seats). The opening ceremony will be held in this hall.

The other venue, "Capio", opened in 1996 as a multi-purpose sports and events arena. It is the former home of the Cyberdyne Ibaraki Robots, one of Japan's professional basketball teams. This is where the IOI 2018 practice session and contests will be held.

Tsukuba International Congress Center

Tsukuba Capio Arena

Saturday's Schedule September 1, 2018

Time	Contestants	Leaders	Guest
09:00~(20:00)	Airport (Narita, Haneda, Ibaraki) OKURA FRONTIER HOTEL TSUKUBA Guide to the Bus → NITS **Arrival & Registration**		
11:00~14:00	Lunch (NITS or TsukubaInternational Congress Center)		
14:00~17:00	**Free Time**		
17:00	**Dinner 17:00~20:00**	**Dinner 17:00~21:00**	
18:00~21:00	**Free Time**	**Free Time**	

■ TICC : Tsukuba International Congress Center ■ TSUKUBA CAPIO ■ NITS ■ Excursion

Teams Settle In:

Dormitories of the Science City

During Saturday, 341 contestants and 173 leaders arrived in Tsukuba from all over the world. Flight after flight carrying the world's brightest and finest informaticians landed at Tokyo's Narita and Haneda airports, despite the efforts of a mischievous nearby typhoon to disrupt travel plans. For some national teams, there was a natural weariness after a very long-haul flight but overall the mood was pure excitement and eager anticipation. For nearly everyone, this was their very first Olympiad and, likewise, their first time to travel to Japan – one of the most technology-driven countries on the planet. The sense of extreme wonder for those among them making their first-ever trip to a country overseas was palpable. To come to Japan first – so totally cool ! Special Olympiad-dedicated coaches were waiting to transport teams to the heart of Japan's science community - Tsukuba City, and the accommodations for the next 8 days.
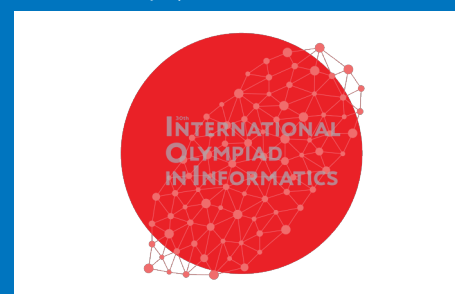
Enthusiastic volunteers wearing blue IOI 2018 T-shirts were waiting to greet contestants on arrival at their dormitories. These are located in the spacious facilities of the National Institute for School Teachers and Staff Development (NITS) and also at the High Energy Accelerator Research Organization (KEK), about 15~20 minute drive from central Tsukuba. Everyone was anxious to unpack and particularly eager to make new friends among so many international peers. Having picked up official access badges and yellow T-shirts, teams from 64 countries are now settled in at NITS while teams from the other 23 countries are staying at KEK. Early arrivers had the chance to meet each other at lunch-time, the remaining teams arriving in time for dinner. By early evening Tsukuba City was playing host to a fully-populated and lively International Olympiad in Informatics Village.

Logo Meaning: The IOI 2018 logo mark, spelling out the Olympiad's three-letter acronym, sports the blue of the Pacific Ocean (near Tsukuba) and the crimson red of the host country, Japan. The petals arranged on the central red disc represent "sakura", the name of Japan's symbolic cherry blossom.

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Key Visual Meaning: The key visual image gracing the cover of the Official Program booklet and Pocket Guide shows the crimson red-disc "hinomaru (circle of the sun)" symbol of Japan, the host country, together with 87 dots – all linked together. These represent the participating countries while also expressing the algorithmic nature of the Olympiad in a dramatic visual form.

Olympiad Banner: The logo and key visual mark have been put to impactful effect on the IOI 2018 banners now flying atop the roadside flag-poles near the Olympiad venues. These have been hung by the city of Tsukuba to make everyone feel welcome and remind local citizens that the new champions of our advanced IT age are in town.