



LAPORAN PELAKSANAAN

THE 4th ENGLISH COUNCIL INTERNAL COMPETITION
POLITEKNIK ILMU PELAYARAN SEMARANG

POLITEKNIK ILMU PELAYARAN SEMARANG
UNIT BAHASA
2023

LAPORAN PELAKSANAAN KEGIATAN *4th EC INTERNAL COMPETITION* TARUNA POLITEKNIK ILMU PELAYARAN SEMARANG

A. LATAR BELAKANG

Di era *society* 5.0 seperti saat ini telah mendorong manusia untuk menjadi komponen utama dalam pengendalian teknologi modern. Tak ketinggalan dalam dunia maritim pun telah mengalami banyak perkembangan terkait dengan teknologi modern saat ini. Perubahan ini tentu memaksa sumber daya manusia untuk menyesuaikan diri agar tetap berdaya saing dan berkiprah di era *society* 5.0. Penting bagi generasi milenial untuk menyesuaikan diri dengan perkembangan yang ada sekarang ini. Generasi milenial harus membekali dirinya dengan *skills* yang sangat diperlukan untuk dapat bersaing di era sekarang ini, yaitu *critical thinking, creativity, collaboration, dan communication* (4C).

Konsep 4C inilah yang coba untuk dibangun oleh Unit Bahasa Politeknik Ilmu Pelayaran (PIP) Semarang melalui *English Council*. Sebagai organisasi yang memiliki misi untuk menyebarkan pemahaman bahwa *English is easy* di lingkup taruna/i PIP Semarang, *English Council* menyadari bahwa konsep 4C, khususnya *communication*, harus dimiliki oleh tiap taruna/i PIP Semarang, guna menghadapi persaingan di industri maritim baik nasional maupun internasional. Dalam industri maritim global, Bahasa Inggris telah dianggap sebagai *lingua franca* dimana regulasi, manual, serta komunikasi di atas kapal pasti menggunakan Bahasa Inggris, terutama kapal-kapal yang memiliki kru multinasional. Dalam menjalankan misinya, *English Council* berperan sebagai *influencer* dan *educational platform* bagi taruna/i PIP Semarang untuk memotivasi kebiasaan berbahasa Inggris dalam kehidupan sehari-hari. Sebagai calon perwira di atas kapal, tidak bisa dipungkiri bahwa penguasaan Bahasa Inggris merupakan hal yang penting dan merupakan salah satu tuntutan akademik bagi taruna/i PIP Semarang.

Dalam menyebarkan misi budaya berbahasa Inggris di lingkungan PIP Semarang *English Council* tentunya memerlukan anggota yang ikut andil dalam misi ini. Para anggota ini berasal dari taruna/i aktif batalyon satu dan dua. *English Council* secara aktif dan berkala mengadakan ***English Competition*** di lingkup

taruna/i PIP Semarang. Dengan adanya kegiatan ini diharapkan *English Council* dapat menemukan penerus pilar-pilar penyebar budaya berbahasa Inggris di lingkungan PIP Semarang (regenerasi) dan juga bibit-bibit berprestasi yang nantinya akan mewakili PIP Semarang dalam berbagai kompetisi berbahasa Inggris baik dalam tingkat nasional maupun international.

Dengan memberikan pemahaman bahwa "*English is just a language*", taruna/i bebas mengekspresikan kreatifitas-nya dalam berbahasa Inggris dan *English Council* dapat berperan aktif sebagai wadah taruna/i PIP Semarang dalam pengembangan minat dan bakat berbahasa Inggris serta sebagai penyalur budaya berbahasa Inggris di lingkungan PIP Semarang.

B. NAMA KEGIATAN

Nama kegiatan ini adalah "*4th English Council Internal Competition*".

C. TUJUAN KEGIATAN

Adapun tujuan pelaksanaan kegiatan *4th English Council Internal Competition* antara lain:

1. Memotivasi dan meningkatkan kemampuan berbahasa Inggris taruna/i PIP Semarang.
2. Menambah wawasan dan pengetahuan para taruna/i Politeknik Ilmu Pelayaran Semarang tentang isu yang berkembang di masyarakat.
3. Mengasah keterampilan, inovasi, kreatifitas, dan *teamwork* dalam berbahasa Inggris.
4. Meningkatkan kemampuan HOTS (*High Order Thinking Skill*) taruna/i PIP Semarang.
5. Menemukan bibit atau bakat yang dimiliki taruna/i yang nantinya dapat mewakilkan kampus dalam kejuaraan lomba Bahasa Inggris.
6. Menumbuhkan jiwa kompetitif bidang bahasa Inggris antar taruna/i PIP Semarang.

D. WAKTU PELAKSANAAN

Kegiatan *4th English Council Internal Competition* telah dilaksanakan pada 6 - 10 November 2023, dengan jadwal terlampir.

E. KATEGORI LOMBA

Kategori lomba yang dipertandingkan pada kegiatan ini terdiri dari:

1. Lomba Pidato Bahasa Inggris (*Speech Contest*)
2. Lomba Bercerita Bahasa Inggris (*Storytelling Contest*)
3. Lomba Menulis (*Writing Competition*)
4. Lomba Presentasi Bisnis (*Business Pitching*)
5. Lomba Poster (*Poster Competition*)
6. Lomba Penyiaran (*News casting*)

F. PESERTA

Kegiatan *4th English Council Internal Competition* ini ditujukan bagi taruna/i PIP Semarang tingkat 1, 2, dan 3.

G. PERSYARATAN PESERTA

Adapun persyaratan peserta *4th Internal Competition* adalah:

1. Taruna/i yang berhak mengikuti *4th EC Competition* adalah taruna/i PIP Semarang aktif yang duduk di semester 1, 3, 7, dan 8.
2. 1 (satu) taruna/i diperbolehkan mengikuti lebih dari 1 (satu) kategori lomba.
3. Panitia lomba dan anggota *English Council* dilarang menjadi peserta lomba.

H. TATA CARA PENDAFTARAN

Adapun tata cara pendaftaran *4th Internal Competition* adalah:

1. Informasi pendaftaran dan pelaksanaan lomba akan dipasang di papan *wall magazine English Council*, papan pengumuman di dalam Gedung *Betelgeuse* dan *Pollux*, serta di tiap *dormitory*.
2. Peserta diwajibkan mendaftarkan diri ke staff atau anggota *English Council*.
3. Pengusulan perubahan peserta lomba dapat dilakukan dengan konfirmasi kepada panitia lomba di Unit Bahasa.
4. Peserta diwajibkan melakukan daftar ulang pada saat mengikuti *Technical Meeting*.

I. PETUNJUK TEKNIS LOMBA/*STANDING RULES*

Terlampir.

J. PENENTUAN PARTISIPAN TERBAIK/*MOST VALUABLE PARTICIPANT (MVP)*

Penentuan partisipan terbaik adalah partisipan yang mampu mengumpulkan skor terbanyak dari kategori lomba yang diikuti sebagai poin akumulasi. Adapun bobot skor yang diberikan untuk masing – masing lomba sebagai berikut:

Jenis Lomba	Prestasi	Skor
Pidato (<i>Speech Contest</i>)	Juara 1	25
	Juara 2	15
	Juara 3	10
Bercerita (<i>Storytelling Contest</i>)	Juara 1	25
	Juara 2	15
	Juara 3	10
Menulis (<i>Writing Competition</i>)	Juara 1	25
	Juara 2	15
	Juara 3	10
Presentasi Bisnis (<i>Business Pitching</i>)	Juara 1	25
	Juara 2	15
	Juara 3	10
Desain Infografis (<i>Infographic Design</i>)	Juara 1	25
	Juara 2	15
	Juara 3	10
Penyiaran (<i>News casting</i>)	Juara 1	25
	Juara 2	15
	Juara 3	10

K. PENGHARGAAN

Pemenang untuk tiap kategori lomba akan mendapatkan penghargaan berupa:

1. Medali dan Piagam Penghargaan.
2. Hadiah.
3. Piala Bergilir untuk peserta dengan poin terbanyak / *Most Valuable Participant* (MVP).

L. DOKUMENTASI KEGIATAN SPEECH CONTEST



STORYTELLING CONTEST



WRITING COMPETITION



BUSINESS PITCHING



INFOGRAPHIC DESIGN



NEWS CASTING



PENYERAHAN MEDALI DAN PIAGAM PENGHARGAAN BAGI PEMENANG
OLEH DIREKTUR PIP SEMARANG



M. LAMPIRAN

Lampiran I

Susunan Acara Kegiatan 4rd Internal EC Competition

WAKTU	AGENDA					TEMPAT
	STORY TELLING	SPEECH	WRITING	BUSINESS PITCHING	NEWS CASTING	
15:30-17:30	JUMAT, 15 NOVEMBER 2022					Gedung Pollux
	TECHNICAL MEETING					
15:30-17:30	SELASA, 28 NOVEMBER 2022					Gedung Pollux
		PRELIMINARY	PRELIMINARY			
19:00-21:30						
	RABU, 29 NOVEMBER 2022					Gedung Pollux
15:30-17:30				PRELIMINARY	PRELIMINARY	
19:00-21:30						
15:30-17:30	KAMIS, 30 NOVEMBER 2022					Gedung Pollux
	19:00-21:30	PRELIMINARY		FINAL		
15:30-17:30	JUMAT, 1 DESEMBER 2022					Gedung Pollux
	19:00-21:30	FINAL	FINAL		FINAL	

Lampiran II

Standing Rules

1. Speech Contest

I. Demonstrative Speech for the Preliminary Round

A. Purpose of the category

To develop skills in speaking with emphasis on skill in exhibiting a process using objects or physical activity.

B. Definition of the category

Demonstrative Speech explains how to do something or how something works. The speech must be instructive and present valuable and significant information.

C. Rules

- a. The speech must be original with the participant.
- b. Objects or physical activity by the demonstrator may be exhibited.
- c. Presentations will take place in normal-sized classrooms with normal-sized doors.
- d. Notes and properties are not allowed.
- e. The time limit is 5 minutes.
- f. There are 2 optional topics that can be chosen, which are:
 - How to improve study using technology.
 - How to control emotional quality.
- g. The script of the story must be submitted when re-registration in a softcopy.

D. Criteria for evaluation

- a. The extent to which the topic content reflected value or significance to the speaker.
- b. The extent to which the presentation: (a) achieved effective organization, and (b) employed effective language skills, including such items as use of transitions and clear, vivid and appropriate word choices.
- c. The extent to which the vocal presentation was clear and appropriate to the subject, including such items as articulation, pronunciation, volume, rate, pitch and voice quality.
- d. The extent to which the physical presence contributed to the clarity and effectiveness of the presentation, including such items as facial expression, eye contact, gestures and bodily movement.

II. Oratory Speech for the Grand Final Round

From the preliminary round, there will be 5 top-speakers who will join the Grand Final Round.

A. Purpose of the category

To develop skill in composing and presenting a formal speech on a significant topic.

B. Definition of the category

In Oratory, the oration is expected to be a thoroughly prepared, well composed, well expressed speech of exhortation on a significant topic. As such, the oration must be unequivocally persuasive in its purpose.

C. Rules

- a. The speech must be original with the participant.
- b. Presentations will take place in normal-sized classrooms with normal-sized doors.
- c. The time limit is 5 minutes.
- d. There is only one topic, which is:
 - Mental Health among teenagers.
 - The essential of reading for knowledge enlargement.
- e. The script of the story must be submitted when re-registration.
- f. The participants are not allowed to bring any kind of note.

D. Criteria for evaluation

- a. The extent to which the content (a) reflected a worthwhile topic, and (b) provided quality modes of support materials, including analysis, reasoning and factual information. Researched material must be verbally attributed to a source(s).
- b. The extent to which organizational structure (introduction, body, conclusion) was both clear and effective.
- c. The extent to which clear and compelling language as well as effective stylistic devices were used appropriately.
- d. The extent to which the vocal presentation was clear and appropriate to the subject including such items as articulation, pronunciation, volume, rate, pitch and voice quality.
- e. The extent to which the physical presence contributed to the clarity and effectiveness of the presentation, including such items as facial expression, eye contact, gestures and bodily movement.

Evaluation Sheet

Name _____
 Dormitory _____
 Speech – 5 Minutes _____
 Topic _____

CRITERIA	ALLOCATION OF POINTS	POINTS	REMARKS
Opening impact on audience	- Introduction	15	
Content	- Relevance of subject matter - Originality - Structure (coherence/logic/development)	25	
Use of language	- Appropriate use of language	20	
Delivery	- Pace, intonation, volume, pitch, humor, body language, eye contact	25	
Closing	- Effective closing summary - Audience absorbed in presentation	15	
SUBTOTAL		100	

2. Story Telling Contest

A. Purpose of the Category :

To develop a skill in presenting imaginative material of narrative form.

B. Definition of Category :

To tell a story is to chronicle events. The burden of the storytelling is the way delivering story in coherent, unified, clear, and interesting manner.

C. Rules

1. General Rules

- a. The storyteller may use vocal variation and physical movement to suggest different character and character relationship in order to make the story clearer and more interesting.
- b. The art of storytelling is the way of storyteller as an intermediary or narrator.
- c. The storyteller expected to “demonstrate the sense of audience” which means that he/she tells the story in such manner that it would be suitable for the intended audience.
- d. The material of the story chosen by cadet will be based on the topic in technical meeting.
- e. The storyteller may stand or sit on a chair when delivering the story.
- f. Costumes and properties are not permitted.
- g. Notes are not permitted.
- h. Over acting or solo acting is not permitted.
- i. Moral value is optional.
- j. The storyteller may adopt or adapt stories from various sources.
- k. If the storyteller wants to include a song in his/her story, the length of the song must not exceed 15 seconds.
- l. The script of the story must be submitted when re-registration.

2. Preliminary and Grand Final Rules

- a. A brief introduction identifying author, title, and intended audience is required.
- b. The storyteller has to deliver the story maximum 7 minutes. A 15 seconds grace period is allowed.
 - First bell will ring when the storyteller starts the story.
 - Second bell will ring when the storyteller spends 6 minutes.
 - Third bell will ring when the storyteller spends 7 minutes and the story must be finished.
 - Continuous bell will ring after 7 minutes 15 seconds.
- c. There will be one preliminary round. The topics for the Preliminary round are:
 - Fantasy.

- Heartbreaking Story.

The participant may choose one of the topics to be delivered.

- d. From the preliminary round, there will be 5 top-storytellers who will join the Grand Final Round.
- e. The topics for the Grand Final is : Real Heroes.

In the Grand Final round, the storyteller will choose the topic randomly and he/she will be given 15 minutes to prepare the story.

EVALUATION SHEET

Name : _____

Dormitory : _____

Storytelling – 7 minutes

(Warning bell at 6 minutes, 7 minutes, 7 minutes 15 seconds)

Topic : _____

CRITERIA	ALLOCATION OF POINT	POINTS	REMARKS
Opening	- Introduction	10	
Content	- Relevance of subject matter - Originality - Structure (coherence, logic, development)	25	
Use of language	- The use of diction and appropriate language	20	
Delivery	- Pace, intonation, volume, pitch, body language, eye contact, clarity, effective expression	35	
Closing	- Impressive closing	10	
SUBTOTAL		100	

3. Writing Competition

A. Purpose of the category

To develop a skill in critical thinking, exploring ideas, arguing a problem which are written in English.

B. Definition of the category

In this category the participants are expected to show the skill in exploring ideas, developing arguments in the form of writing.

C. Rules

- a. The essay must be original from the work of the participant. No plagiarism is allowed.
- b. A plagiarism check will be conducted using Turnitin, and should be less than 20% similarity.
- c. The participant must bring his/her own laptop.
- d. There will be 2nd rounds for the competition, Preliminary Round and Final Round.
- e. The topic of the essay for Preliminary Round is :
 - How do you see yourself 10 years from now?
- f. In the competition day, the participant will choose the topic randomly and will be quarantine for 2 hours when writing the essay.
- g. The Topic for Final Round is given randomly / impromptu.
- h. Participants are prohibited to bring notes in any form into the room during the competition.
- i. The essay should content 800 – 1000 words.
- j. The evaluation aspects will include:
 1. Main Idea
 - Clear focus
 - Hypothesis
 - Writer understand task
 2. Content
 - Accurate supporting details/evidence
 - Detail/evidence well-suited to audience
 - Detail/evidence relevant to main idea
 - Accurate Conclusion
 3. Organization
 - Introduction
 - Body
 - Conclusion
 - Transitions
 4. Language Use

- Accurate Vocabulary
- Varied word choice
- Sentence form and structure
- Coherence

5. Mechanics

- Spelling
- Capitalization and punctuation
- Grammar

4. Business Pitching

A. Purpose of category

Develop the skill of persuasive approach through a presentation of idea to potential investor for business matters, and the challenge is convinced and logically provide argument that the business has good prospect in the future.

B. Definition of category

Short business presentation which describing an idea or product to persuade a potential customer / audience to buy the product.

C. Rules

1. The competition consists of Preliminary rounds and the Grand Final.
2. A participant representing with the time given maximum of 3 minutes to deliver a speech and the time will be counted when the participant starts speaking. Any more than that, the judges will ignore it.
3. The grace period is 15 seconds after which the time will be counted even though the participant has not spoken.
4. The chair will give a signal in the 2nd minute.
5. There will be a 1 minute-break after each presentation to in Q & A session.
6. The breaking announcement of the top 5 to go for the Grand Final is made at the end of the day.
7. Jury's Decision is final.
8. General Rules for Grand Final:
 - The top 5 will be given a challenge of presenting an impromptu topic which will be given 30 minutes before the presentation.
 - In time, the committee gives a Roll Call. The committee will then call the first participant to enter isolation room to receive the topic and will be given 30 minutes to develop a speech.
 - After 20 minutes, the second participant enters the isolation room to accept the topic. Meanwhile, after 30 minutes the first participant will appear in the mini studio.
 - Next, each of the summons will be made within 10 minutes, namely from waiting room into the isolation room.

EVALUATION SHEET

Presentation

Aspects	Weigh	Poor	Fair	Good	Excellent
		<67	68 – 78	79 - 89	90 - 100
Opening impact (how he/she starts the speech)	10%				
Content (clear value propositions, logical and promising prospect)	30%				
Language use (use of grammar, pronunciations, syllabic stress, use of sign posting, etc.)	25%				
Delivery (voice, pace, intonation, volume, pitch, eye contact, facial expression, gestures), time management	25%				
Closing impact	10%				
Total	100%				

Handling questions

Aspects	Weigh	Poor	Fair	Good	Excellent
		<67	68 – 78	79 - 89	90 - 100
Answering the questions (prompt and accurate response)	30%				
Interpersonal skill and attitude	30%				
Language use (use of grammar, pronunciations, syllabic stress, use of sign posting, etc.)	20%				
Delivery (voice, pace, intonation, volume, pitch, eye contact, facial expression, gestures)	20%				
Total	100%				

5. Infographic Design

A. Purpose of category

To develop skill in creating an informative platform through a visual design.

B. Definition of category

Visual representation of information, data, or science graphically. These charts show information briefly and clearly, such as on boards, maps, journalism, technical writing, and education.

C. Rules

- a. The Infographic's design must be original from the work of the participant. No plagiarism is allowed, and never being participated in any other competition.
- b. The participant only submitting 1 (one) design under these following themes:
 - Mental Health.
 - Safety at Sea.
 - Standard Communication.
- c. The designs should not contain any pornographic content, racism, and all other things which are truly offensive to people.
- d. The infographic's design is having educational purposes as well as acceptable for public.
- e. The use of English is mandatory.
- f. Infographic's design having format JPEG under A3 size with maximum size 10 MB (min. 300 ppi).

EVALUATION SHEET

Name : _____

Dormitory : _____

CRITERIA	ALLOCATION OF POINT	POINTS	REMARKS
Content	- Application (how much it giving impact/persuade people)	10	
	- Relevance of subject matter - Originality - Idea (coherence,logic, development)	25	
	- The use of diction and appropriate language	20	
Creativity	- Design	25	
	- Layout	10	
	- Color Pallet	10	
SUBTOTAL		100	

6. Interpretation

A. Purpose of category

To develop skill in interpreting as well as translating any form of information by giving an opinion, ideas and comments, besides it is a way giving appreciation of creation or work so that it will give a chance for anyone to see something with different point of view.

B. Definition of category

A process of giving opinion, impression, ideas, and theoretical view on particular object that comes from a deep idea and is influenced by the background of the person who created the object.

C. Rules:

General Rules:

- The competition is consisting of Preliminary Rounds and Final Rounds.
- The participant will be given a short duration video, and in the same time he/she should tell the meaning of the video in his/her own point of view.
- The participant is freely to interpret the meaning of video, but it should not both explicitly/implicitly contain any racism or offensive matters.
- Appropriate language is mandatory.
- The video is randomly given on the stage to participant, the language could be use either *Bahasa* or English.
- If the video is using *Bahasa Indonesia* the participant should interpret using English, so does the opposite.
- The Top 5 participants are dedicated for the Final Rounds.

EVALUATION SHEET

Name : _____

Dormitory : _____

Interpretation

CRITERIA	ALLOCATION OF POINT	POINTS	REMARKS
Content	- Relevance of subject matter	10	
	- Structure	10	
	- Coherence	10	
	- Logic	10	
	- Development	10	
Language	- Use of language	10	
	- Use of diction	10	
	- Pronunciation	10	
	- Clarity	10	
Closing	- Impressive closing and summary	10	
SUBTOTAL		100	