

# **PRODYOGIKI '19**

## **Rube Goldberg Machine**

Life seems pretty random and messed up with three elements, namely, a known “past”, an ongoing “present” and an UNPREDICTABLE “future”. The reason what makes the future unpredictable is the lack of enough intel and knowledge of physics and mathematics. Simply put, we just don’t know the complete clock mechanism of the universe (yet!). But we still have sufficient knowledge to create machines that can give a definite output, which in turns means we are capable of predicting future to some extent! One such example is a Rube Goldberg Machine. It basically is a machine that has a definite start point and then through a series of interlinked events ultimately ends in a predictive manner, that is, to perform a simple task (like turning a switch ON).

The only twist is that it does that job via a convoluted path or chain of events!

### **General Rules:**

- The teams have to design-build-and-execute a Rube Goldberg Machine in a confined space.
- There will be no constraints to use of materials/stuff.
- Teams will be given a region (space restriction) and a team number (space number).
- There will be an input channel and an output channel which will be the START and the END of their Rube Goldberg Machine.
- Teams will be provided with a ping pong ball at the START point. They have to make that ball (or any substitute of the ball) to reach the END point via a plethora of intermediate channels.
- The END of every team will be connected with the START of their respective successive team. (So at the end if everything goes right then it would look spectacular)

### **Specifications:**

- All teams will be provided with some definite materials that will be same for all.
- Other junk or random stuff would be available in the room for their use (NO RESTRICTION FOR CREATIVITY!) which the teams can include in their RUBE GOLDBERG MACHINE.

### **Judging Criteria:**

- Teams will be judged on the basis of the complexity of the design of their RBM.
- Score will be proportional to the amount of time taken in each section of their RBM.