

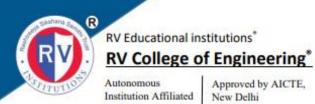
Autonomous Institution Affiliated to Visvesvaraya Technological University, Belagavi





VOYATHON

RULE BOOK



Autonomous Institution Affiliated to Visvesvaraya Technological University, Belagavi



About

Fortune may or may not change overnight, but your future is sure to change after the night filled with exciting technical ventures. Grab your gears and don't forget the charger; because VOYATHON is getting closer. Be part of our 12 hours of hustling night hackathon. Put your creativity and innovation into solving a real-life Aerospace problem in this Flagship event of AEROMANIA.

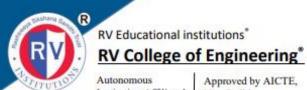
Event will be conducted in 2 rounds.

Round 1: Round 1 would be a presentation and a technical report regarding the solution for the problem statement given.

Round 2: Round 2 would be to design the proposed solution i.e. model and to simulate/analyse using softwares. An Aerospace problem will be given for which each team is supposed to come up with a novel solution through designing and prototyping (the type of solution and judgment criterias will depend on the problem statement). Use appropriate designing and simulating software to realize your solution on screen.

Rules and regulations

- Participants must treat all team members, competitors, judges, coaches, volunteers, etc, with respect and courtesy, abiding by the <u>RVCE code of conduct.</u>
- Food and refreshments for the participants will be arranged.
- The teams first make sure to be available throughout the 12 hours of the competition
- Teams should be made up exclusively of students who are not organizers, volunteers, judges, sponsors, or in any other privileged position at the event.
- All team members should be present at the event. Leaving the venue for some time to hack elsewhere is fine.
- Teams can gain advice and support from organizers, volunteers, sponsors, and others.
- All design elements, code, hardware builds, models, analyses, etc. for your project must be created during the event.
- The teams have to bring their own laptops and softwares. The teams will be provided with necessary requirements such as electricity and internet connection**.
- Teams can use an idea they had before the event.
- The solution by any team should not be a copy or a repetition of an already existing idea. However, the teams can use past ideas as an inspiration for their solution.
- Teams can use libraries, frameworks, open-source code, or models in their projects. Working on a project before the event and open-sourcing it for the sole purpose of using the code during the event is against the spirit of the rules and is not allowed.
- Teams must stop hacking once the time is up.
- The judgment by the organizers of Aeromania and the Aeronautical Society of India will be final.



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- Teams can be disqualified from the competition at the organizers' discretion. Reasons might include but are not limited to breaking the Competition Rules, behaving in a way that violates the social code of conduct, or other unsporting behaviour.
- Required components for prototype (If applicable) to be bought by contestants. **

Judging Criteria

- Creativity and Innovation
- Result oriented approach and outcome
- Novelty of the solution
- Presentation
- Adherence to time
- **Technology**
- Team coordination
- Design
- Completion
- Learning
- Wow factor

Timings

Date: 4th and 5th of January 2023

Round 1	8:00pm to 11:30pm
Round 2	12:30am to 8:00am
Total duration	12 hrs (8pm of 4th Jan - 8am of 5th Jan)

Short break at 3:00 am till 3:30 am for moon light snacks:)

Venue

Design Thinking Lab hub**

Team size

Max 6 per team

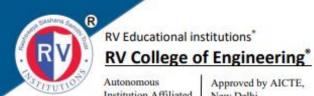
Registration Fees

1500/- per team

Prize pool

70,000/-

** subjected to changes



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Scan to register!!

For further information contact,

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