


ENGINEERING GAMES 2019

DELEGATION OF ÉCOLE DE TECHNOLOGIE SUPÉRIEURE
OF MONTREAL



ENGINEERING GAMES

The Engineering Games of Quebec is the largest multidisciplinary engineering competition in Quebec. This five-day technological challenge brings together more than 450 future engineers and allows them to build new relations and to network while overcoming challenges in various fields. Quebec's Engineering Games is a provincial competition in which almost all engineering faculties in Quebec are represented.

The Games provide the opportunity for the next generation to establish a network of contacts early in their career which will facilitate the establishment of future business relationships. In addition, this competition allows future engineers to compete in several fields (academic, sports, cultural, general knowledge, etc.), which broadens their horizons to become better engineers for the industry of tomorrow.

The ÉTS delegation is made up of forty-four motivated students and volunteers who constantly want to develop their skills and excel. During the Games, the participants will have to use their know-how, ingenuity and determination in order to solve complex technological problems. In addition, the members of the delegation come from different concentrations (mechanical, electrical, construction, automated production, computer, software, logistics, etc.), which brings together all areas of expertise and deepens our personal and professional knowledge.

A black and white photograph of a man with a beard and long hair, wearing a suit jacket, speaking into a microphone. The image is dark and serves as a background for the text.

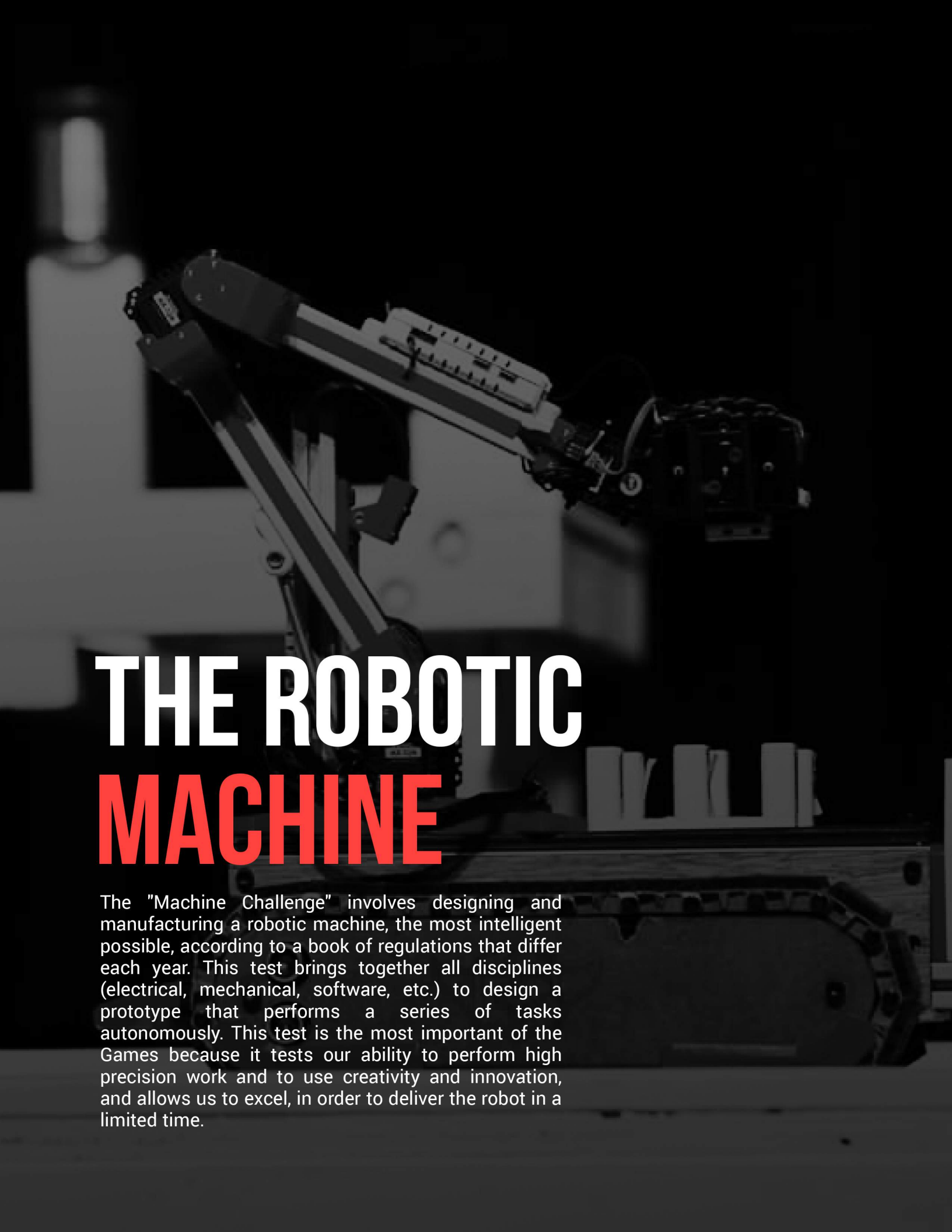
OVERVIEW OF THE ENGINEERING GAMES

The engineering games of Québec is a competition divided into several sections: academic competitions (theoretical and practical), sports competitions, cultural competitions (debate, improvisation and general knowledge) and robotics competitions (the machine).

The academic component includes theoretical and practical exams that deal with all major engineering fields: mechanical, electrical, chemical, computer, civil and industrial engineering. In this section, there is also the "La Majeure" event, where participants must collaborate to understand, create, design and prototype a large, comprehensive project that meets specifications.

Socio-cultural competitions contain two verbal activities to test our oratorical skills: oratorical debate and improvisation. This involves testing the future engineers on their ability to quickly develop arguments and ideas in order to hinder the opponent's answer. The third sociocultural test is a "trivia questions" competition where general knowledge is tested.

Finally, the schools will compete in various sports activities to test the participant's physical abilities as well as their team spirit.

A grayscale photograph of a robotic arm, likely a LEGO Mindstorms Technic-based robot, with a camera module attached to its gripper. The arm is extended upwards and to the right. The robot is mounted on a wooden base. In the background, there are some blurred vertical elements, possibly part of a competition arena or a display stand.

THE ROBOTIC MACHINE

The "Machine Challenge" involves designing and manufacturing a robotic machine, the most intelligent possible, according to a book of regulations that differ each year. This test brings together all disciplines (electrical, mechanical, software, etc.) to design a prototype that performs a series of tasks autonomously. This test is the most important of the Games because it tests our ability to perform high precision work and to use creativity and innovation, and allows us to excel, in order to deliver the robot in a limited time.



AWARDS / MENTIONS

2018

4^e Overall Ranking
1st Consulting Engineering
2nd Machine Competition
3rd Civil Engineering
3rd Industrial Engineering
3^e Formal Debates

In previous years The ÉTS delegation has distinguished itself in various ways by accumulating excellent results. Know that all passionate students invest many hours of their free time simply because they want to be successful in the industry of tomorrow. Participants do not receive any school credit or remuneration following participation in the competition. Only their determination motivate the delegates, and that is what allows us to gain the most medals possible. Here are the previous Engineering Games participants from ÉTS and the prizes won.

2017

3rd Overall Ranking
1st Team spirit
1st Pokéball
1st cultural evening
2nd Improvisation
3rd Paricipation
3rd Computer engineering
3rd Formal Debates
4th Industrial Engineering
4th Consulting

2016

3rd Overall Ranking
1st Team spirit
1st Pokéball
1st cultural evening
2nd Improvisation
3rd Paricipation
3rd Computer engineering
3rd Formal Debates
4th Industrial Engineering

2015

6^e Classement général
1^{er} Génie informatique
1^{er} Débats oratoires
1^{er} Génie-Foot
2^e Génie Conseil
2^e La Majeure
3^e Gestion de projet

2014

1^{er} Classement Général
1^{er} Compétition de la Machine
1^{er} Génie Informatique
1^{er} Génie Conseil
1^{er} La Majeure
2^e Génie Industriel
2^e Génie Mécanique
2^e Red Bull Gravity Challenge
3^e Génie Électrique
3^e Génie Civil
3^e Improvisation

Photo
Nico

OUR SPONSORS' ADVANTAGES

This tradition, which has endured for several years, has allowed us to develop confidence and to provide our partners with benefits and a leading corporate promotion. During the five days of the competition, the forty-four delegates of ÉTS will wear the clothes that will be provided with the logo of your company. The Games of Engineering offer a lot of visibility to 450 participants from 12 engineering universities in Quebec, the media, the public and judges from several companies. Below is the scale that will allow us to offer you a display proportional to the extent of your collaboration.

DONATIONS AS CASH, MATERIALS OR SERVICES	PLATINE >4K	OR 4K-3K	ARGENT 3K-2K	BRONZE 2K-1K	SUPPORTEUR <1K
COMPANY TOUR OF THE MACHINE TEAM WITH THE MACHINE.	✓				
OFFICIAL SWEATER OF THE DELEGATION IDENTIFIED IN THE NAME OF YOUR COMPANY	✓				
OFFICIAL PHOTO WITH MEMBERS OF YOUR COMPANY AND THE STUDENTS, FOR YOUR SELF CORPORATE PROMOTION.	✓	✓			
COMPANY NAME AND LOGO ON THE ÉTS MACHINE	✓	✓			
ALL THE MANY BENEFITS OFFERED BY THE ÉTS DEVELOPMENT FUND: SEE HTTPS://WWW.ETSMTL.CA/FDETS/ACCUEIL	✓	✓	✓		
COMPANY DISPLAYED ON THE ÉTS DELEGATION'S OFFICIAL WEBSITE WWW.JDGETS.COM	✓	✓	✓		
THE DELIVERY OF THE ETS 2019 ENGINEERING GAMES HONORARY PLATE.	✓	✓	✓	✓	
CURRICULUM VITAE AND EPORTFOLIO OF ALL 44 MEMBERS OF THE ÉTS DELEGATION	✓	✓	✓	✓	
COMPANY LOGO ON OFFICIAL DELEGATION SHIRT	✓	✓	✓	✓	
CURRICULUM VITAE AND EPORTFOLIO OF ALL 44 MEMBERS OF THE ÉTS DELEGATION	✓	✓	✓	✓	
COMPANY LOGO ON OUR OFFICIAL MACHINE COMPETITION POSTER	✓	✓	✓	✓	✓
INVITATION TO THE "WINE AND CHEESE" EVENT FOLLOWING THE ENGINEERING GAMES	✓	✓	✓	✓	✓
A THANK-YOU PUBLICATION ON OUR FACEBOOK PAGE (MORE THAN 900 SUBSCRIBERS FROM THE ENGINEERING WORLD)	✓	✓	✓	✓	✓


CONTACT


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Our main partner gets the exclusivity of a day of competition with special recognition, in addition to all the benefits offered to our sponsors.
** Please note that the sponsor benefits can be negotiated and that the ÉTS student association can add its advantages to ours.

A large group of approximately 30 people, mostly men in suits and ties, are posed in several rows on a stage. A woman is sitting on the floor in the front left. A checkered flag is visible in the background on the left. The image is in black and white with a dark overlay.

IT IS THANKS TO **YOUR SUPPORT**
THAT THIS EVENT IS **A SUCCESS**
YEAR AFTER YEAR.