INSTRUCTIONS AND JUDGING CRITERIA

INSTRUCTIONS :

1. All projects being displayed should be of working prototypes

2. Every team has to register online on our website or on spot for the competition. A Team ID will be allocated to the team on registration which shall be used for future references.

3. The decision of the organizers or judges shall be treated as final and binding on all. Stepcone has all the rights to verify the identity and accuracy of the details provided by the participants.

4. No responsibility will be held by Stepcone , GMRIT for any late, lost or misdirected entries.

5. Note that at any point of time the latest information will be that which is on the website. However, registered participants will be informed through mail about any changes on the Website.

6. All mode of official communication will be through the Stepcone e-mail.

Certification:

All the participants of project design contest in Stepcone 2020 would be awarded a Certificate of Participation.

Team Specification:

The participating entries must be in a team of 3[three]- 5[five] people.

EVALUATION CRITERIA :

Each criteria listed below carries Weightiness and participant should score more than 50% in each listed criteria. Overall 75% is required for the eligibility to next round/prize

1. Design and Methodology :

   How novel is the idea? How different is it from the current solutions available?

2. Innovation :

   The innovation must be ingenious and novel in its area of application and should have a high potential for leaving an impact on the society.

3. Working and societal impact :

   Is the solution implementable as described? Is it repeatable? Is the solution feasible for diverse and changing conditions?

   How does it benefit society? The Scale of problem it solves, Intensity of the solution and number of people catered from the solution directly and indirectly.

4. Presentation :

   How effectively you are presenting your project i.e, how you are explaining about your prototype, it may be working or construction or any other stuff related to that respective prototype.