IBeTo 2020 General Rules

Step 1: TEAM FORMATION

- IBeTo is an individual or team event. The maximum number of members in a team is 5.
- The team members need not necessarily be from the same institution, cross-institution participation is encouraged.
- The team formed should have a unique team name that needs to be furnished on request.

Step 2: CHECK YOUR ELIGIBILITY

- Participants may be undergraduates/postgraduates, or currently undergoing their course with an upper age limit of 30 years.

Step 3: FINDING YOUR IDEA - GENERAL ABSTRACT DETAILS

- The teams can choose from any of the given problem statements. Any other socially relevant ideas are also invited.
- The **idea should be technology-based** and should have a **positive impact on society**. Furthermore, it **must be realizable as a project.**
- The **social relevance** factor is really important as the product should have appreciable potential to be implemented in society.
- Ideas and abstracts may be from any stream of engineering. It can also encompass more than one stream.
- There are no restrictions on the number of abstract entries per team

3. REGISTRATIONS

- Visit the website www.ibeto.excelmec.org , scroll down after reading the details and click **Register.**
- Fill in the google form.
- Fill the sections such as those of social relevance and future scope carefully.
- The portal will be accepting responses till **November 25th, 2020.**

4. EVENT DETAILS

- The event consists of a **2-month period** which will be devoted exclusively for project development in the form of three phases.

Phase 1: IDEATE

- **Round 1**
  Participants will attempt a problem-solving challenge, the link for which will be sent to the team leader. This round will contain miscellaneous challenges with respect to project developments as well as technical aspects that supplement a project. This round will serve as an elimination round.

- **Round 2**
  Participants will submit a detailed abstract consisting of a problem statement of their choice and the solution they propose. The top 25 teams will be selected for the next phase.

Phase 2: CREATE

Participants will work on building and developing their proposed solutions, by collaborating with the mentors. The top 10 teams from this round will move on to the next phase. The participants will also have an opportunity to attend workshops organised by Excel 2020 in association with IEEE HAC, IEEE MEC SB and GirlScript Kochi, which will add immense value to the participants and help with the implementation of the projects.

Phase 3: SHOWCASE

The top 10 teams will demonstrate their working prototypes through a video presentation on Day 0 of Excel.

6. GUIDELINES

- Decisions of the judges shall be final.
- The coordinators reserve the right to reject any entry. The reason for selection or rejection will be specified through the mail.
- Rules are subject to change at any point in time.

7. REWARDS

- The top three teams will be awarded prizes worth Rs. 1,00,000/-
- The top 3 teams will get a chance to take part in the IEEE HAC Conference to present their projects and get further funding for its large-scale development.
- The top 10 teams doing well in the mid-evaluation rounds will have the opportunity to attain seed funding to support the projects into the development stage.
- Finalists will be gifted with exciting goodies from IEEE HAC & Excel 2020.
- Online simulation tools for project purposes will be funded for the finalists.
- Certificate of Participation, signed by the concerned authorities will be awarded to all participants.
- As per KTU regulations, socially relevant projects will be awarded 50 activity points.