Eligibility Criteria for Meta X VRV-III:

General Rules for All Categories:

1. **Eligibility:** Participation is open to students of the respective classes for each category:
   * **Class 6-7:** Smart Cities
   * **Class 8-9:** Disaster Management
   * **Class 10-11:** AI in Action
2. **AI Tool Usage:**
   * This year, participants are encouraged to maximize the use of AI tools to design, implement, and present their projects.
   * Students may choose from the following categorized AI tools for ease of use and functionality:

* **Freely Available Tools:**
  + - **AI Tools for Video:**
      * LUMA.AI
      * Veed.AI
    - **AI Tools for Image:**
      * Canva
      * Leonardo
    - **Simulation Tools:**
      * Unreal Engine
      * Unity3D
    - **General AI Tools:**
      * ChatGPT
      * DALL-E
      * Runway ML
* **Paid Tools:**
  + - **AI Tools for Video:**
      * Kreado
      * Descript
    - **AI Tools for Image:**
      * IMGcreator
      * Decoherence
    - **Simulation Tools:**
      * DeepMind AlphaFold
    - **General AI Tools:**
      * OpenAI Codex
      * GitHub Copilot
* **Free for Limited Use (Trial Options):**
  + - **AI Tools for Video:**
      * Lumen5
    - **General AI Tools:**
      * Runway ML (advanced features)

1. **Originality:**
   * Projects must be original and created by the participants. Plagiarism will lead to immediate disqualification.
2. **Content Guidelines:**
   * Content should not promote discrimination or be offensive to any religion, culture, or community.
   * All projects must align with the theme "Leveraging VR and AI to Solve Real-World Problems."
3. **Presentation Requirements:**
   * Each team should prepare a comprehensive presentation detailing their project.
   * Presentations should include:
     + Problem identification
     + Solution design using VR and AI
     + Practical application and impact
4. **Judging Criteria:**
   * Creativity and innovation
   * Effective use of AI tools
   * Relevance to the theme
   * Practicality and feasibility of the solution
   * Presentation clarity and effectiveness

Category-Specific Rules:

**Class 6-7: Smart Cities**

* Focus on designing AI-driven solutions for urban challenges such as traffic management, waste management, energy efficiency, public safety, and sustainable urban planning.
* Use VR simulations to demonstrate your solutions.

**Class 8-9: Disaster Management**

* Design AI-assisted strategies for disaster response, including evacuation planning, resource allocation, damage assessment, predictive modeling, and emergency training.
* Utilize VR scenarios to simulate disaster management techniques.

**Class 10-11: AI in Action**

* Create functional AI algorithms within VR environments to address challenges in areas such as renewable energy management, education, accessibility, sustainability, and smart automation.
* Code small projects demonstrating AI implementation.

**Why Join Meta X VRV-III?** Meta X VRV-III is a transformative experience, offering students:

* Hands-on exposure to AI and VR technologies
* Opportunities to tackle real-world challenges creatively
* A platform to develop critical thinking, teamwork, and technical skills

Prepare to embark on an exciting journey of discovery and innovation, where you shape the future with the power of VR and AI!