RULES & REGULATIONS

Please carefully review the following rules and regulations before participating in our event. All participants are expected to comply with the following regulations to ensure a fair and competitive setting for everyone involved. By participating in this event, you agree to abide by these rules and regulations.

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MECHATRON|IOT INNOVATION RULES AND REGULATIONS

TASK

BUILD AN IOT PROTOTYPE THAT SOLVES A REAL-WORLD PROBLEM.

ELIGIBILITY AND PARTICIPATION

- STUDENTS FROM GRADE 9-13 CAN PARTICIPATE IN THIS COMPETITION.
- THIS COMPETITION IS ONLY FOR TEAMS OF FOUR, NOT FOR INDIVIDUALS.
- NO LIMITATION IS ADDED TO THE NUMBER OF TEAMS PARTICIPATING FROM A SCHOOL.
- ONLY ONE SUBMISSION IS ACCEPTED FROM EACH TEAM.
- ALL TEAM MEMBERS MUST BE STUDENTS OF THE PARTICIPATING SCHOOL.

INSTRUCTIONS

- THE FIRST ROUND OF THE COMPETITION WILL BE HELD ONLINE.
- EACH TEAM MUST PRESENT AND EXPLAIN THEIR PROTOTYPE TO THE JUDGES VIA ZOOM WITHIN 5 TO 10 MINUTES.
- THE INVENTION SHOULD BE SIMPLE, USEFUL, AND FOCUSED ON FULFILLING A SOCIAL NEED OR ASSISTING THE WELL-BEING OF PEOPLE.
- USE OF RECYCLED OR ECO-FRIENDLY RAW MATERIALS IS ENCOURAGED.
- THE PROTOTYPE MUST BE A WORKING MODEL.
- EVERY TEAM MUST SUBMIT A PROJECT REPORT (PDF) ONE DAY BEFORE THE ZOOM SESSION.

SCORING

PROJECTS WILL BE EVALUATED OUT OF 100 MARKS BASED ON THE FOLLOWING CRITERIA:
- FEASIBILITY (25 MARKS) : HOW PRACTICAL AND REALISTIC THE SOLUTION IS FOR IMPLEMENTATION.
- ORIGINALITY (25 MARKS) : THE LEVEL OF INNOVATION AND UNIQUENESS OF THE IDEA.
- USEFULNESS & SOCIAL IMPACT (25 MARKS) : RELEVANCE TO REAL-WORLD NEEDS, ESPECIALLY IN PROMOTING WELL-BEING OR SOLVING COMMUNITY PROBLEMS.
- PRESENTATION|CLARITY (25 MARKS) : EFFECTIVENESS OF THE ZOOM PRESENTATION, EXPLANATION OF COMPONENTS, AND OVERALL UNDERSTANDING OF THE SYSTEM.

ADDITIONAL RULES

- PLAGIARISM: ANY USE OF NON-ORIGINAL DESIGNS, CIRCUITS, OR COPIED PROJECT IDEAS WILL RESULT IN IMMEDIATE DISQUALIFICATION.
- PRE-BUILT PROJECTS: ENTRIES THAT HAVE ALREADY BEEN SUBMITTED TO OTHER COMPETITIONS OR WON ELSEWHERE ARE NOT ALLOWED.
- COMPETITION PERIOD REQUIREMENT: ALL PROTOTYPES AND DESIGNS MUST BE DEVELOPED WITHIN THE COMPETITION PERIOD. REUSED OR MODIFIED OLD PROJECTS ARE NOT PERMITTED.
- USE OF THIRD-PARTY CODE/MODULES: PARTICIPANTS MAY USE OPEN-SOURCE CODE LIBRARIES OR MODULES, BUT THEY MUST BE CLEARLY CREDITED IN THE REPORT.
- AI ASSISTANCE: PARTICIPANTS MAY USE AI TOOLS FOR LEARNING OR TROUBLESHOOTING, BUT AI-GENERATED FULL CODE OR DESIGNS ARE STRICTLY PROHIBITED.
- ECO-FRIENDLINESS ENCOURAGED: REUSE OF MATERIALS AND SUSTAINABLE PRACTICES ARE ENCOURAGED AND MAY EARN BONUS POINTS WHERE APPLICABLE.

CONTACT US

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