

**Engineering Project Competition Rules:**

* In order for a person to participate in this competition, he/she must be a final year student or have completed his/her undergraduate degree on or after 1st January, 2021.
* A team/group may consist of minimum 1 and maximum 4 members belonging to the same institute.
* This competition is meant to accommodate only following groups of disciplines:
* Electrical Engineering.
* Electronics Engineering.
* Computer Engineering.
* Computer Software Engineering (only if the project involves reasonable hardware).
* Mechatronics Engineering.
* The project should involve two phases.
* Analysis
* Design
* Sub fields of the respective department are required to be clearly mentioned. For Example:
  + Electrical Engineering
  + Digital Signal Processing
  + Image Processing
  + Object Recognition

**Evaluation Criteria:**

* Originality & Creativity of Project (30%)
  + Innovation of Idea
  + Quality of implementation
* Scope of the project (20%)
* How usable is the product in Industry/Society?
* Is the product feasible to manufacture and use keeping in view the advantages?
* Completion of core functionalities (25%)
* Completed Functionalities should umbrella over the idea of product
* Functionalities should show the feasibility of the project
* Effort put into the project (15%)
* Collective Score of Project Presentation (10%)

**Competition Specifics:**

* All participants will be asked to submit a 10-minute video describing their project and its features.
* All participants are required to submit the video before 31st May, 2021 otherwise, SOFTEC Society reserves the right to restrict the team from taking part in the competition.
* All videos will be checked by SOFTEC team before the event to ensure all requirements have been met by participants and only then will they be given a slot in the schedule of exhibition.
* Before the event a schedule will also be shared with each participant containing details of the time at which each team will present their project.
* The platform used for virtual exhibition will be Airmeet. It would be mandatory for the team to be present during their timeslot. Failure to do so will result in disqualification.
* Since both exhibitions were open for all during on campus event, the virtual exhibitions will be the same as we will share the link once the exhibitions start on our social media pages. That way anyone who will be interested can join.
* A host would be conducting the session where each team’s video would be played in their timeslot and then a Q/A session would be conducted by the judges if they have any queries regarding the project.
* The judges are free to ask as many detailed questions as they want from the participants as sufficient time would be allotted in the schedule for the Q/A session.
* Participants will also be asked to keep their prototype with them during the session in case of any questions regarding the prototype which might have been missed in the video.

**Important:**

* If a project is found to be a copy or replica of any other project, the act will be considered plagiarism and the project will be disqualified.
* In all matters concerning the competition, the decision of the SOFTEC Society will be final and binding on all concerned.
* The SOFTEC Society reserves the right to disqualify any participant who fails to adhere to the above-mentioned rules.
* The SOFTEC Society reserves the right to modify the rules without prior notice.

**Prize Money:**

The prizes for this competition are delineated below.

|  |  |
| --- | --- |
| Winner | PKR 40,000 |
| 1st Runner Up | PKR 20,000 |
| 2nd Runner Up | PKR 15,000 |

***For further inquiries, please do not hesitate to Contact:***

Talha Zahoor

Head EPC

0312-6142849

**EPC Team**

**SOFTEC 2021**

FAST-National University of Computer & Emerging Sciences Block-B, Faisal Town, Lahore **–** 54700, Pakistan

**Email: info@softecnu.org**

**URL:** [**www.softecnu.org**](http://www.softecnu.org/)

***Copyrights © SOFTEC 202******1***