IUCEE
EWB-MCE

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Awaken The Engineer Inside You

Rulebook

A complete Guide to

!DEA THON

General rules

- The competition is open to all undergraduates irrespective of all streams/branches of B.E./B.Tech students pursuing disciplines.
- The team can consist of a maximum of four and minimum of two participants.
- Registration is mandatory to participate in the ideathon.
- On-the-spot registration is permitted for interested participants.
- The execution method must be original, unique, and developed by the participating team.
- Participants are responsible for their belongings.
- The participnts are expected to respectfully cooperate with the organizers, mentors, and judges, and kindly adhere to all decisions made by them.
- Teams arriving after the designated reporting time be disqualified from the event.
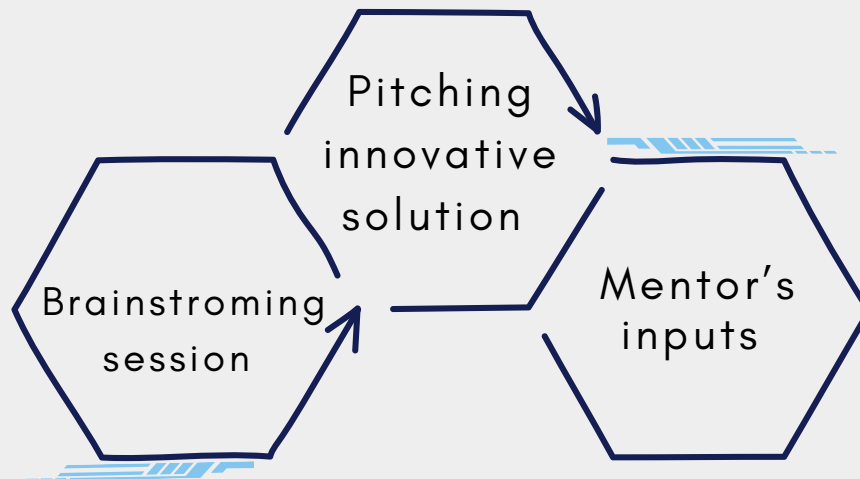
Day 1
consists of –

Problem statement pitching → Existing solutions → Addressing SDGs
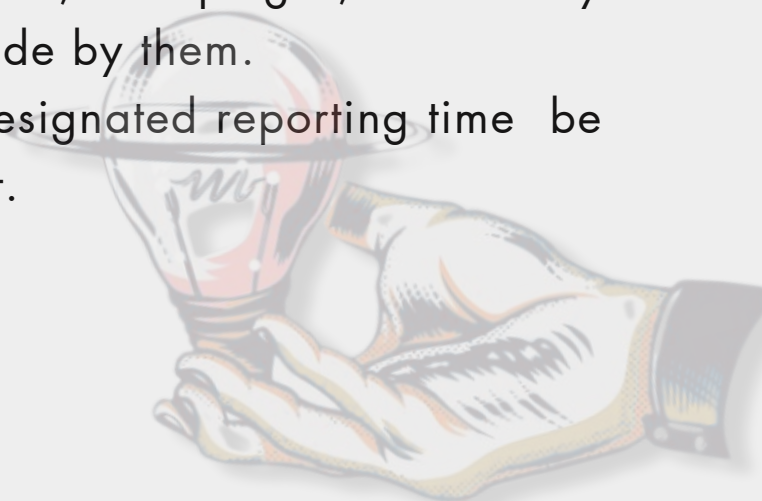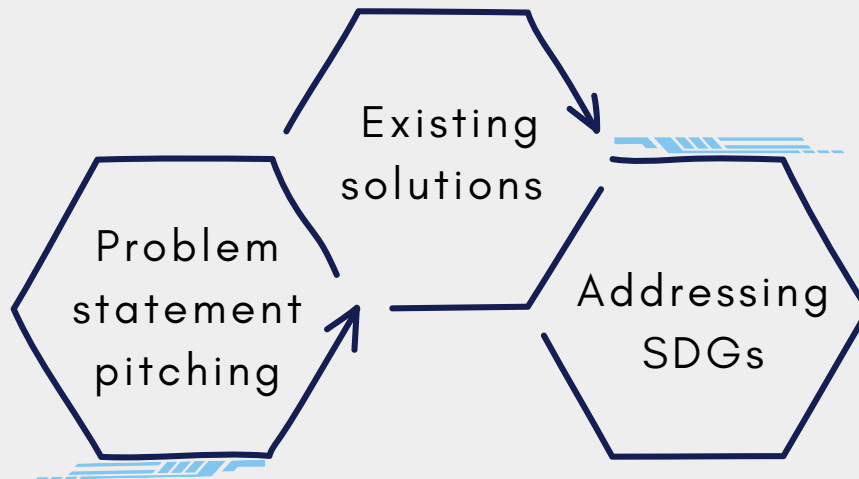
- Each team will have a maximum of (5+2) minutes to pitch their problem statement and existing solution.
- Participants should provide suitable facts and figures to support their problem statement.
- The existing solution should be described in detail, explaining how it addresses the identified problem.
- Participants should provide supporting data or evidence highlighting the drawbacks or limitations of the existing solution.
- All content and data presented should be properly attributed and referenced.

IDEA THON

Day 2
consists of –

Brainstroming session → Pitching innovative solution → Mentor's inputs

- The day begins with a brainstorming session where teams refine their ideas and strategy.

- Each team will present their innovative solution, building upon their problem statement from day 1.

- Participants should include a project plan for their proposed solution, outlining key milestones and resources required for successful implementation.

- Teams will interact with mentors to receive guidance, constructive feedback, and insights to strengthen their solutions.

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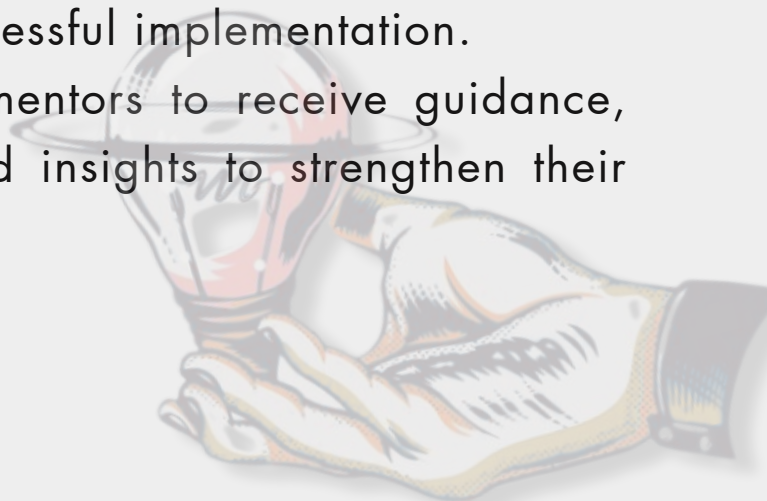
Day 3
consists of – **POSTER DISPLAY**

- A canvas should be presented, clearly describing the key points.
- The pitch may include relevant data in support of the solution, including pictographs, flowcharts, or other visual representations that help to illustrate the effectiveness or impact of the solution.

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Ideathon Event Flow

Day 1: Orientation & Problem Understanding

Session 1: Kickoff & Team Formation
Reporting and team verification
Introduction to the Ideathon
Event overview, structure, rules, and judging criteria
Team Formation & Guidelines

Session 2: Problem Exploration
Problem Statement
Problem Statement Evaluation
Research existing solutions and identify gaps
Q&A, guidance on problem areas
Initial feedback on directions teams are exploring

Day 2: Ideation & Solution Pitching

Session 1: Ideation & Concept Development

Ideation Workshop / Brainstorming

Teams brainstorm creative and feasible ideas

Interaction with mentors for guidance and suggestions

Refine ideas using mentor input

Finalize the core concept and approach

Session 2: Final Presentation

Solution Presentation

Each team presents their complete idea

Judging based on innovation, feasibility, clarity, and impact

Feedback from judges/mentors for future enhancement

Day 3: Visual Showcase

Poster Display