



SANKALP 2016

Bridging Barriers
Inspire . Innovate . Integrate

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PARADIGM

□ "An idea can transform the world and rewrite all the rules."

Innovation and entrepreneurship go hand in hand. It is said that Innovation does not have to be technical, and does not have to be a thing altogether, because, innovation is the systematic act of turning something (product, idea, information, technology, etc.) into a resource that is of high value to its target market.

History, itself has witnessed the smallest of the ideas being transformed into the greatest of success stories, and one can easily think of a plethora of these apparently small ideas which have radically changed our lives. From the smallest of the safety pins to the largest of Aircraft Carriers, everything around us is a result of a continuous process of tinkering.

It is a technical competition, which invites prototypes and working models of technological innovations in the field of social service that could affect humanity in a positive way.

THEME: INSPIRE INNOVATE INTEGRATE (Bridging Barriers)

Round 1: (Deadline-

1. Abstract of the models of technological innovations in the field of social service that could affect humanity in a positive way must be mailed at paradigm.sankalp16@gmail.com as per the theme.

2. Abstract must not exceed 100 words and may include pictures.

3. 6 teams will be shortlisted for final round .

4. Short listing will be based on clarity, feasibility and novelty of the idea.

Round 2:

1. The finalist will have to give a power point presentation based on the submitted models of technological innovations in the field of social service that could affect humanity in a positive way .

2. The finalists are required to make a presentation should be maximum of 15 minutes to the elite panel of judges (VC and/or faculty) followed by Q&A session during Sankalp 16.

Rules & regulations: .

1. A team can have maximum 3 members.

2. Members in a team can be from same or different college/Institution/Organization.

3. Any number of teams can participate from one college/Institution/Organization.

4. A member can be part of only one team.

5. No change in the team structure is permitted after the team has registered.

6. The decision of the organizers will be final and binding on all contestants.

7. Plagiarism is strictly prohibited and sources have to be clearly referred. Any such activity will strictly lead to nullification of team's registration.

For more details, feel free to contact: