



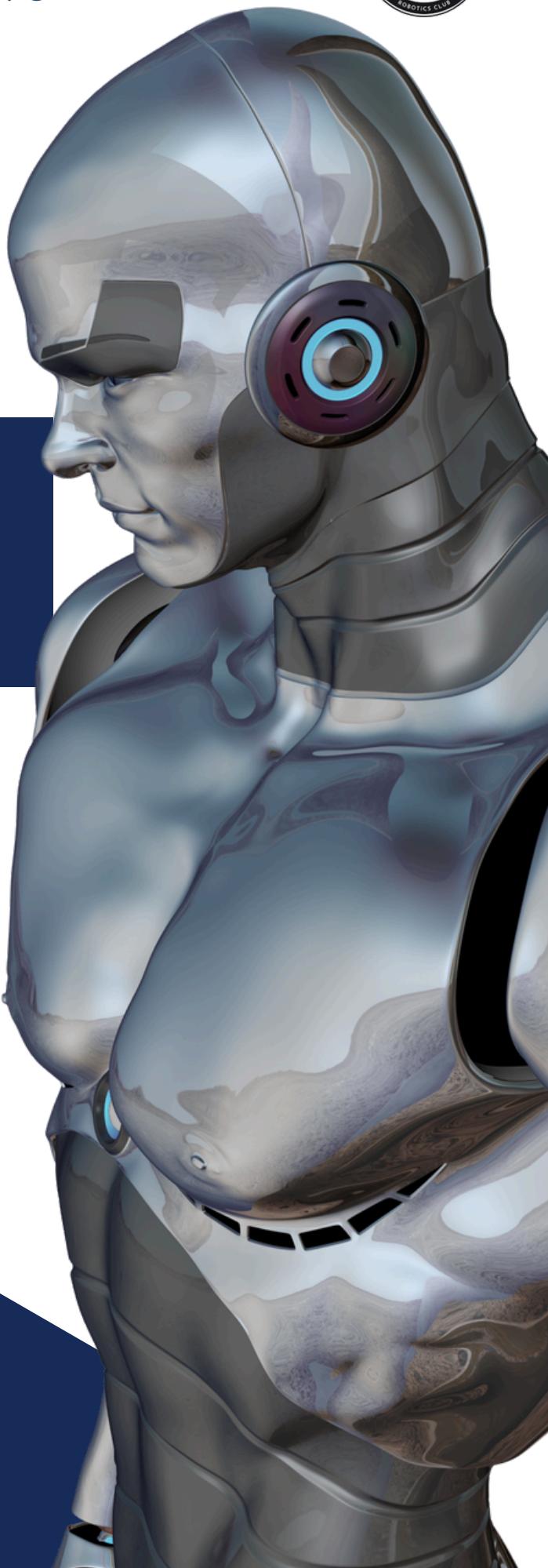
Geethanjali College of engineering and
Technology



PRODUCT-A- THON

Robotica' 25

RULE BOOK



1. Introduction

Welcome to Product-a-thon, organized under Robotica Chapter 3 – National Level Robotics Fest.

1.1. About Us

- Robotica Chapter 3 is a premier national-level robotics and technology festival that brings together innovators, engineers, and students from across the country. The event showcases creativity, problem-solving, and technical excellence through a series of challenging competitions. With events like Robowars, Robosumo, Skydash, Circuit Chase, Goal Rush, Full Throttle and Product-a-thon, the festival serves as a platform to celebrate innovation and inspire the next generation of technologists.
- The organizing team consists of passionate engineers and technology enthusiasts committed to fostering a culture of creativity, collaboration, and hands-on learning. By hosting large-scale robotics events, Robotica Chapter 3 aims to push the boundaries of imagination and provide students with opportunities to transform ideas into impactful solutions.

1.2. About the Event

Product-a-thon is a 2-day product innovation challenge where participants conceptualize, prototype, and present their technological solutions to their problem statements. This competition emphasizes the importance of interdisciplinary collaboration, combining aspects of engineering, design, and innovation. Teams will brainstorm, build, and pitch their product ideas before a panel of expert juries in multiple evaluation rounds.

The primary objective of Product-a-thon is to encourage young minds to think beyond boundaries, address real-world challenges, and showcase their ability to design scalable and impactful solutions. A special focus is placed on the United Nations Sustainable Development Goals (SDGs) — only solutions that strongly align with one or more SDGs will be considered for evaluation. Through this event, we aim to nurture the spirit of innovation, critical thinking, and teamwork among students while giving them a stage to connect with industry experts and gain valuable insights. Product-a-thon is an innovation challenge conducted as an overnight event. Staying overnight is not mandatory—team members can go home and continue refining their prototypes there. For those who stay in college, rooms will be provided for resting, and they can work overnight to refine their prototypes. By participating in Product-a-thon, students will not only test their technical and creative skills, but also experience what it takes to transform raw ideas into practical, SDG-driven products that can make a real difference in society.

2. Goals

1. Encourage innovative product development across domains: Inspire participants to design creative and impactful solutions in robotics, automation, AI, IoT, healthcare, sustainability, and other fields that address real-world challenges.
2. Promote teamwork, collaboration, and creativity: Provide a platform where students from diverse backgrounds come together, share ideas, and transform concepts into practical products, fostering a spirit of innovation.

3. Align with Sustainable Development Goals (SDGs):
Special emphasis: All solutions must clearly align with one or more UN SDGs to be considered for evaluation.
4. Foster interdisciplinary problem-solving: Encourage integration of engineering, design, management, and entrepreneurship to build scalable, impactful, and market-ready products.
5. Expose participants to the product innovation cycle: Familiarize students with real-world practices such as ideation, prototyping, validation, pitching, and critical analysis, giving them a taste of how innovative products are built in industry.
6. Create pathways for future opportunities: Highlight entrepreneurship, research, and industrial applications, motivating participants to pursue careers in technology, innovation, and product development.

3. Event Schedule

The Product-a-thon will be conducted as part of Robotica Chapter 3, spanning 15th October to 17th October 2025 at the event venue. The following schedule outlines the planned sessions. Please adhere strictly to the timings as no delays will be entertained.

Day	Time	Event
15/10/2025	8:30 AM - 9:30 AM	Registration
15/10/2025	9:30 AM - 10:30 AM	Inaugural Ceremony
15/10/2025	10:30 AM - 1:00 PM	Hackathon Rules Briefing
15/10/2025	1:00 PM	Product-A-Thon Begins
15/10/2025	1:00 PM - 2:00 PM	Lunch
15/10/2025	2:00 PM - 3:00 PM	Working on Prototype
15/10/2025	3:00 PM - 4:00 PM	Evaluation Round 1
Overnight Continues		
16/10/2025	9:30 AM - 10:30 AM	Evaluation Round 2
16/10/2025	3:00 PM - 4:00 PM	Evaluation Round 3
17/10/2025	TBD	Special Jury Round (Top 8 Teams)
17/10/2025	1:00 PM	Product-A-Thon Ends
17/10/2025	2:00 PM – 4:00 PM	Results and Closing Ceremony

Important Note: Based on jury decisions, there may be a special evaluation round for the Top 8 teams on Day 3. Teams must remain prepared for this possible round.

4. Evaluation for Finalists

All participating teams will be divided into three batches, with each batch presenting to one jury in the first round. In the following rounds, the batches will rotate, ensuring that every team is evaluated by all three juries.

Each jury will award marks to the teams based on the criteria defined in Section 5. After all, three rounds, the cumulative marks from all juries will be compiled for every team.

Based on the overall scores:

- The teams with the highest total marks will be shortlisted as finalists.
- From these finalists, the top-performing teams will be recognized as winners of the Product-a-thon.

Note: Teams must be present during all evaluation rounds.

Any team failing to attend a jury session will be marked absent for that round and may be disqualified from the final shortlisting

5. Deliverables

Here is the list of deliverables each team has to submit during the course of the Product-a-thon. Submissions must be made within the given time limit; no extra time will be granted.

Team Requirement: Each team must consist of 2–4 members, and all submissions will be made at the team level.

A working prototype demonstrating the solution must also be prepared and presented

I. Presentation (Mandatory)

- Each team must prepare a presentation (PPT) explaining their solution or product idea, covering all the points mentioned in Section 6 (Rules and Judging Criteria).
- The presentation can be created using any software of your choice (e.g., PowerPoint, Google Slides, Canva, etc.).
- A PDF version of the final presentation must be submitted to the organizing committee at the designated time.
- The presentation should clearly outline:
 1. Problem Statement addressed
 2. Proposed Solution / Product Concept
 3. Design & Prototype
 4. Feasibility & Implementation details
 5. Potential Impact & Scalability
- Teams are encouraged to make their PPT visually clear and engaging, avoiding unnecessary text-heavy slides.

Note: Once submitted, no changes will be permitted. Any modification requests after submission will lead to disqualification.

6. Rules and Judging Criteria

The presentations prepared by the teams will be judged on the following criteria. Teams must ensure that their PPTs and final presentations cover all the minimum requirements listed below.

Rules

1. Each team must submit their presentation within the allotted time; late submissions will not be accepted.
2. Teams must be present during all jury evaluation rounds; absence in any round may lead to disqualification.
3. The product/prototype must be developed during the event timeframe.
4. All team members should participate in the presentation.
5. The decision of the jury will be final and binding.

Judging Criteria

1. Coherence of the Idea

- The solution should be logically structured and flow smoothly from problem identification to solution proposal.
- All aspects of the product should be well-integrated and make sense as a unified whole.

2. Clarity of Presentation

- The idea must be presented in a clear and understandable manner.
- Avoid unnecessary jargon; explain complex concepts in simple terms.
- The jury and audience should be able to follow your reasoning from start to finish.

3. Practicality & Feasibility

- The proposed product/solution should be implementable in the real world, considering current technology, cost, and resources.
- Address potential obstacles and how your team plans to overcome them.

4. Research & Technical Depth

- Demonstrate background research, analysis, or references that support your solution.
- Show evidence of prototyping, design iterations, or testing, if applicable.

5. Exploration of Risks & Alternatives

- Identify possible drawbacks, risks, or limitations of your product.
- Provide alternatives, improvements, or future upgrades that could enhance the solution.

6. Creativity & Innovation

- Showcase originality in your product design and approach.
- Highlight features that make your product stand out from conventional solutions.
- Visual appeal and creativity in PPT design are encouraged.

7. Impact & Alignment with SDGs

- Demonstrate how your solution aligns with one or more UN Sustainable Development Goals (SDGs) (e.g., Quality Education, Clean Energy, Climate Action, Sustainable Cities, Good Health & Well-being).
- Emphasize the potential societal, industrial, or environmental impact of your product.

7. Prizes

The prizes will be awarded to the Top 3 teams based on the cumulative evaluation by all juries.

- 1st Prize – Best Product Innovation
 - Certificate + Cash Prize
- 2nd Prize – Outstanding Solution
 - Certificate + Cash Prize
- 3rd Prize – Promising Idea
 - Certificate + Cash Prize

All other participating teams will receive a Certificate of Participation.

Note: The organizing committee will contact winning teams for additional details to be included on their certificates.

8. Points to Remember

- Each team shall consist of a minimum of 2 members and a maximum of 4 members.
- Registration Fee: ₹1000 per team (non-refundable). Payment must be completed online (details will be provided during the registration process).
- All teams must complete their registration and payment before the specified deadline. Late entries will not be entertained. A registration will be considered valid only after successful fee payment and verification by the organizing committee.
- Product-a-thon is an innovation challenge that may continue overnight. Staying overnight is not mandatory—team members can go home and continue refining their prototypes there. For those who stay in college, rooms will be provided for resting, and they can work overnight to refine their prototypes.
- All teams must be present for all jury evaluation rounds; missing a session may lead to disqualification.
- Presentations and Prototype must be submitted on time; late submissions will not be accepted.
- Teams should ensure their PPT is clear, coherent, and meets the minimum requirements (problem statement, solution, prototype, SDG alignment, references, team attributions).
- Plagiarism or copying ideas from other teams or pre-existing projects is strictly prohibited.
- Teams may use the internet, AI tools, and open-source resources, but all external contributions must be properly acknowledged.
- Team members should coordinate effectively; every member should participate in the presentation.
- Teams must adhere to the time limits during presentations (suggested: 7 minutes per team).
- Final results and awards will be announced later during the Robotica Chapter 3 valedictory session.

9. Contact Information

For any queries or assistance related to the Product-a-thon, please reach out to the organizing committee:

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