

## PROJECT EXHIBITION

**THEME:** The most sustainable way is to not make things. The second most sustainable way is to make something very useful, to solve a problem that hasn't been solved. So here's the platform .

**PROBLEM STATEMENT:** Come and showcase your talent in the field of Electronics/Computer Science/Biotechnology. Students of all years can participate and showcase their respective projects. The idea should be relating to sustainability and its implementation in technological advancements .

### GENERAL RULES:

1. Student should bring their own Laptop and accessories like Junction box and cables needed for their projects.
2. Participants from different years can form a team.
3. Cheating or bringing project from others will result in disqualification of team.
4. Any other decision remain under discretion of event organizers.
5. Remaining details will be announced during the event

**SCORING RULES:** To be disclosed at the time of event.

**JUDGING CRITERIA:** Based on Impact on Society, Creativity, Innovation, Interaction, User Interface.

**TEAM SPECIFICATIONS:** A team may consist of a maximum of 4 participants. Students from different educational institutes can form a team.

**ELIGIBILITY:** All students with a valid identity card of respective educational institutes are eligible to participate.