



MAKER'S SQAURE: JUDGING CRITERIA AND RULES

Thank you for participating in the Maker's Square contest. Some of our finest young engineers have laboured for months preparing their entries and are eager to share their outstanding research and working model with you and we expect the same from you.

PURPOSE OF JUDGING

Maker's square goal is to provide young people with a high quality educational experience – whether or not they win a prize. It is critical that your interactions with the students be fair, helpful, and positive. Your spoken and written comments are fundamental to the learning process.

Together we succeed or fail based on the quality of the learning experience.

YOUR PROCESS

Everyone is supposed to send an abstract of their idea/project. You will be selected for further rounds based on your abstract submitted. Below are the details mentioned for abstract and paper submission



MAKERS SQUARE

Introduction

"The goal of education is not to increase the amount of knowledge but to create the possibilities for a child to invent and discover, to create men who are capable of doing new things." - Jean Piaget.

Most of us have lots of ideas but only few of them are able to successfully execute that one idea that makes all the difference. If you are fortunate to have found that killer idea, Makers Square is your golden ticket.

Makers Square is a national event to put up your projects and exhibits ranging from civil, mechanical to robotics, chemical, physics experiments etc. This is your chance to make a difference to the world and get into the lime-light.

"It's not about Idea, it's about Making Ideas Happen."

Gameplay:

1. Come up with an idea that intrigues you the most and start planning for the project accordingly.
2. Prepare an abstract pertaining to the given format and submit the same by the given deadline.
3. Based on a specific judging criterion considering the difficulty level, innovation content and implementation, a selected group of projects will be selected for display during 26/27/28 Dec, 2017.
4. The winners of the exhibition will be declared by the judges considering all possible aspects.

Rules:

1. The maximum number of members allowed in a team is 6. Students from different educational institutes are allowed to form a team
2. All the exhibits which the participants are using should be notified beforehand.
3. An 8×8 ft. space will be provided for putting up. Only certain other facilities will be provided (these would be put up later).

Judging Criteria:

Winners would be decided on points given by judges based on different specific criteria. Decision of judges would be final.

Certificate Policy:

1. Participating teams would get participation certificates. Top three teams will be given certificates of excellence.

2. Disqualified teams will not be given any certificates.

Details for Abstract:

- Send abstract at makers.square@technovanza.org
- Abstract should be submitted in PDF format only
- Number of words should be less than 2000
- The contents should be as follows:

1. Title
2. Introduction
3. Motivation behind the Idea
4. Working
5. Mathematical / Graphical support (if any)
6. Existing related technologies (if any)
7. Improvements in current technologies (if any)
8. Videos / Photos
9. Summary
10. References

The proposal would be judged on basis of feasibility and significance.

Note:

Please mention the following details in the mail of each member:

- Project Name
- Member Name
- Contact number
- Email-Id
- College Name

Responses without above details won't be accepted.

**Regards,
Abhishek Pandey,
Chairperson,
IEEE, VJTI.**

