THE INNOVATION PROJECT

ABSTRACT – GUIDELINES

Although there is no official word limit, font size or vertical spacing, it should be easy to read and well structured in terms of ideas and content. Pictures, schematic diagrams and hand drawings are all welcome.

You will have professors and professionals reading these. Hence, the abstract will have to be as fundamentally clear as possible, while making sure the reader doesn't have to spend too much time getting the idea.

The abstract should contain the following information:

- Problem statement:
    o What is it that made you think, and come up with a unique solution?
    o Are there any solutions that are being used? If yes, what are their drawbacks?
- Idea:
    o The driving force behind your effort. Give the main idea of the project, the fundamental concept you are going to use while developing your product.
    o You can be as imaginative as you want to be here. You can attach photographs of models/prototypes/experiments, you can attach flowcharts, and even doodles will do if you think they help.
    o Keep it simple, short and clean.
- End user:
    o Who is the end user? (common citizen, the farmer, the military etc.)
- Cost:
    o Cost estimate of prototype.
    o Give a break-up, if possible, of materials involved, quantities and costs.
    o Level of detail in breakup is up to each team.
- Time:
    o How long will it take to complete the project? Success criterion being the building and testing of a prototype.
    o Give phases of development involved and time taken in each phase.

Note:

- The idea must original.
- All entries submitted will be in public domain.
- The idea should take into account the impact it will have on the environment.
- While giving a timeline, you must look to come up with a prototype/model/proof of concept in 4 to 6 months.