MYSTERIO 5.0 RULE BOOK

HOBBY PROJECT :

Hobby project is an event where enthusiasts present innovations among like-minded peers and the project their inventions and which out shines all others are recognized and awarded. This event provides students to show as their projects and technical expertise.

RULES AND REGULATIONS :

1. The Project could be either a hardware prototype Or a software application. (Working prototype should be presented)

2. In case of partial project completion, make a presentation detailing the methods you tried out, what worked, what didn't work what was the end goal and what have you managed to build. Presentation/PPT is mandatory.

3. The Teams will get 8 minutes to present their project and 2 minutes will be for questioning by the judges.

4. The organizers reserve the right to change/update the rules of the contest at any point of time and will do their best to inform participants of same. However, it is ultimately the responsibility of the teams to keep themselves updated.

5. Projects can be interdisciplinary, and teams must consist of only 2 students from the same institution.

PARTICIPANTS ARE EVALUATED ON THE BASIS OF :

1. Adherence to the time 8+2 mins.

2. Creativity.

3. Answering ability of the team for the questions.

4. Completion percentage .

5. Implementation complexity .

6. Participants should be present at the allotted time slot in the respective arena. Failure to do so may result in disqualification.

NOTE : The participants should come with their college ID Card
Jury decision will be the final decision.

Coordinators:

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