

# INFRAVILLE

INFRAVILLE will be held in two rounds both of which will be held during Ignitia at PSGI Kanpur.

**Team Size:** 4 students (may be from different colleges)

## **Round 1**

In this preliminary round a simple designing related task will be given to all the participating teams to shortlist the teams for the second or final round.

## **Round 2**

1. An agent shall be allotted to each team by the organizers.
2. Before the start of the final round each team should inform about their materials requirement to the agent allotted to them. Further transactions with the organizing team must be through the agent.
3. Each team shall be allotted equal amount of virtual money. They must buy the materials using the virtual money provided to them.
4. In case of overlapping demands an auction shall be held of the disputed material.
5. Participants may buy the material anytime during the event subject to availability. They may also barter the material with other teams. However any such transaction must be through the agent appointed only.
6. Participants shall not be allowed to leave the arena during the event.

## **JUDGMENT:**

Judgment will be based on the following criteria and accordingly the losing teams will be knocked out in each round and the last round will decide the winning team.

### **1. HEIGHT OF STRUCTURE**

A Height Meter will be installed in the INFRAVILLE ARENA to measure the heights of the structures. Teams with less height of their structures will be knocked out.

### **2. ARCHITECTURAL BEAUTY**

Jugdes will decide the Architectural effectiveness of the structures. Teams with best architectural beauty of their structures will be selected and the lagging teams will be knocked out.

### **3. WIND TEST**

A WIND TUNNEL machine will produce a sequence of high velocity wind. The team agent will decide when to stop the wind. The structure with maximum time in wind test will win.

Teams with less time in wind test will be knocked out.

### **4. EARTHQUAKE TEST**

Teams will place there structures on an Earthquake modulation machine which will create frequent vibration to demolish the structure. The team agent will decide when to stop the machine. The

structure with maximum time in earthquack test will win. Teams with less time in earthquack test will be knocked out.

## **5. AMOUNT OF VIRTUAL MONEY LEFT**

Only two teams will be selected for this round. This round will decide the winning team. The team with maximum virtual money left after all team transactions will be the winner. Winners will be hampered with exciting goodies by ACC Cement, Trophy, and lot more.....