

KRAZIE IDEA

The great tragedy of science -- slaying of a beautiful hypothesis by an ugly fact.

What do you think about a house that floats on water? A floating habitat, floating villages, floating cities, if you had already dismissed it as 'just' another crazy idea, well then, its your turn to be surprised, 'coz that's what designers, builders and architects are racking their brains on in the Netherlands. More than 2/3 of this European country is below the sea level. With the sea level rising as a result of global warming, this idea is gaining unprecedented acceptance as an ideal solution to the progressive space-problem being faced in the Netherlands. For centuries the Netherlands has fought against invading water with land fills, dams and dykes. But now the Dutch have found out a better way to solve the problem. Instead of trying to drive out the water, the Dutch are finding ways of living on it. Well, all that means that we've found another scheme to solve the ubiquitous space-problem on earth. Also you get the added advantage of being able to move your house wherever you fancy. However, there are many technical and environmental feasibilities to be taken into account before the whole idea becomes a pragmatic reality.

This year Krazie Idea at Techfest 2004 invites you to investigate this exciting prospect of LIVING ON WATER.

Total Cash Prize of Rs. **10,000** to be won.

PROBLEM STATEMENT

Conceptualize and design a self sustained colony (with a minimum of 20 and a maximum of 100 people) floating in an ocean/sea.

OBJECTIVE

This competition provides an opportunity to the participants to harness their creative prowess along with the designing skills. The participants are expected to conceptualize a colony for human being that stably floats on a natural water body and is self sustained to the maximum possible extent. Apart from the technological and safety aspects, humanitarian considerations also form a part of a good design.

JUDGING CRITERIA

1. Completeness of the solution: Attention paid to all the considerations demanded by the problem.
2. Effectiveness of the solution: Satisfactorily addressing various aspects of the problem in a logical manner.
3. Practicality and feasibility

GENERAL RULES

1. Students currently enrolled for up to an undergraduate/postgraduate program at their institute are eligible for the competition.
2. Number of members per team should not exceed two.
3. Every team has to register online at our website for the competition. A registration number will be allocated to the team on registration which shall be used for future reference.
4. Pre-event abstracts need to be submitted for the competition for the screening round summarising the operating principles of the floating colony and other salient features.
5. The abstract should be mailed to abstract@techfest.org with the subject 'Krazie Idea abstract Reg. No. ----- ' or posted to us at our postal address. **Do not forget to mention the registration number.**
6. Last date for receiving the abstracts is **10th January, 2004.**
7. In case the participants fail to submit the abstracts by the last date, their registration shall stand cancelled.
8. Only the participants who qualify after the screening round based on judging of the abstracts shall be invited to Techfest 2004 for the competition.
9. A detailed report in support of your solution and highlighting the design aspects of the solution need to be brought and submitted to the competition coordinator at the time of the competition.
10. Participants have to give a power point presentation of their solution during the final judging at Techfest. Presentation should not exceed 8 mins followed by a question/answer session of 8-10 mins. **The presentation along with the report will be the criteria for judging the event.**
11. Judges' decision shall be treated as final and binding on all.

IN CASE OF QUERIES, CONTACT

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