RULE BOOK

13. Project Expo

TASK:

The Project Expo is a platform for teams to showcase their innovative and creative engineering projects aimed at solving real-world problems. Participants will present their projects at designated stalls for a fixed duration, demonstrating how they applied engineering skills in their project development.

GENERAL GUIDELINES:

- Projects must align with the event theme
- Each project must include a working prototype, model, or detailed demonstration.
- Teams must provide a project abstract (max 300 words]) during registration.
- Projects can use third-party components or tools, provided their use is clearly stated.
- Plagiarism will lead to disqualification.

1. Event Format

- Teams will be allotted booth space for project setup.
- Each team will have [duration, 5-10 minutes] to present their project to the judges.
- Demonstrations must adhere to the time limits specified by organizers.

2. Code of Conduct

- All participants must adhere to the event schedule.
- Respect fellow participants, judges, and organizers.
- Offensive behaviour or language will not be tolerated.
- Any disputes should be reported to the organizing team immediately.

3. Intellectual Property

- Participants retain ownership of their projects.
- Organizers reserve the right to photograph, record, and use projects for promotional purposes.

4. Safety and Compliance

- Projects involving electricity, chemicals, or machinery must comply with safety standards.
- Teams must take precautions to avoid harm to themselves or others during demonstrations.

5. Technical Support

• Teams can request basic equipment (e.g., tables, power supply) during registration.

& Evaluation Criteria

• Innovation and Creativity: [20]

• Technical Feasibility: [20]

• Impact/Practicality: [20]

• Presentation and Clarity: [20]

• Team Collaboration: [20]

> Disclaimers

- Organizers are not responsible for loss or damage to projects or personal belongings.
- Decisions by the judges are final and binding.