SATYAN

INNOVATION FEST

Synergy of Design and Innovation

SATYAN INNOVATION FEST SIF 5.0

GENERAL GUIDELINES

Event Timings & Attendance

TIME	DAY 1	DAY 2	DAY 3
REPORTING TIME	8:00 am	8:30 am	8:30 am
OPENING TIME	8:30 am	9:00 am	9:00 am
CLOSING TIME	4: 00 pm	4: 00 pm	4: 00 pm

- All participants must report on time as per the schedule.
- Attendance will be marked at the registration desk each day.
- Late arrivals may not be allowed to participate in the day's events.

Registration

- Each team must first register at https://evenium.events/myzdctqx
- Fill all your team member's details.
- You will get your ticket on your registered email id.
- Kindly print your badge, carry it and show it at the registration counter on Day 1
- Upon successful registration, participants will receive their welcome kits.
- It is mandatory to complete the registration process before participating in the event

Dress Code

- Participants are not allowed to wear school uniform or School ID cards.
- Revealing school names in any form is strictly prohibited.
- Participants should dress in formal or appropriate attire that does not indicate their school identity.
- Participants have to wear their name tags with their team names and unique code provided by host school on all 3 days.

Team Code

- Each team will be assigned a unique team code at the time of registration.
- Throughout the event, teams must use their assigned code when submitting tasks for all assigned challenges..
- Any violation of this rule may lead to disqualification.
- Teams must carry their laptops, chargers, power bank and extension cords.

COMPETITION GUIDELINES

Themes

- **Green Tech Revolution:** Innovations in renewal energy and sustainable practices
- **AI For A Smarter World:** Transforming Industries through Artificial Intelligence
- **Future Of Mobility:** Advancing transportation with smart and sustainable solutions

Day 1 Key Challenges:

- **Hackathon:** Teams will be tested on their knowledge of cybersecurity, ethical hacking, and problem-solving abilities. This challenge will require quick thinking and technical skills to solve problems related to hacking.
- **Business Plan:** Teams will create a business plan on the spot, focusing on innovation, marketability, and sustainability. The goal is to develop a comprehensive business strategy for a new product or service. Business Plan Format will be shared on the Spot.

Day 2 Key Challenges:

- **Business Pitch:** Teams will pitch their business idea to a panel of judges, showcasing their communication skills and ability to sell their concept. Template will be shared on the spot.
- **Robo Race:** Teams will engage in a robotics race where they will get their pre-built robots to complete a set course. This challenge will test engineering skills, teamwork, and time management. Racing Track will be revealed on the Spot

Day 3 Key Challenges:

- **Decode & Transform:** In this challenge, participants will be tasked with deciphering a complex problem or code and transforming it into a usable solution, utilizing their logical thinking, problem-solving, and analytical skills.
- **Draw for Fun:** This challenge will test the creativity and design skills of participants. Teams will be provided with a prompt or theme, and they will have a set amount of time to create a drawing or design related to the theme using software like Tinkercad, Sketchup etc.
- **AI for Purpose:** In this challenge, teams will need to think about how Artificial Intelligence can be applied to a specific problem and come up with a viable, innovative solution.

General Rules:

- **Team Preparation:** While the challenges will be revealed on the spot, teams are encouraged to prepare broadly in the following areas:
    - Cybersecurity basics and ethical hacking.
    - Business plan development and pitch preparation.
    - Robotics, coding, and problem-solving for the Robo Race.

Equipment and Materials: For Robo Race, teams have to carry their pre-built Robots (Follow Robot Specifications mentioned below)

Robot Specifications

- **Size Restrictions:** The robot must fit within a 30 cm x 30 cm x 30 cm volume. This means the length, width, and height of the robot should not exceed these dimensions.
- **Custom Built Robots Only:** Teams are not allowed to use ready-made robots or pre-assembled kits (e.g., commercially available robots like VEX or pre-built models). Custom-built robots must be designed and constructed by the team, ensuring originality and creativity.
- **Lego Kits Not Allowed:** Lego kits or any pre-made components that are designed for easy assembly of robots are not allowed.
- **Allowed Materials:** Teams can use a variety of materials such as:
    - Motors
    - Sensors
    - Microcontrollers (e.g., Arduino, Raspberry Pi)
    - Wires and other electronic components
    - Any custom parts they design and fabricate themselves.
- **No Restriction on Tools:** Teams are free to use tools such as 3D printers, laser cutters, or other fabrication equipment to create their robot parts, provided they build the robot themselves.
- **Power Source:** Robots must be powered by batteries (e.g., rechargeable Li-ion, AA batteries, etc.) and should not be plugged into any external power source during the race.
- **Programming:** The robot must be programmable by the team. Teams can use their own software or coding platforms to control their robots. Popular platforms include Arduino, Python, and other microcontroller-based systems.

For the Business Plan and Pitch challenge, teams should bring their laptops or any necessary devices for preparation and presentation.

The Ethical hacking challenge may require personal devices. Teams will be informed in advance if specific software or hardware is required.

Judging Criteria:

o For each challenge, teams will be judged based on **creativity, execution, innovation, and teamwork.**

o The Business Pitch will also be evaluated on **clarity and persuasiveness**.

o For the Robo Race, performance will be evaluated based on **speed, accuracy, and problem-solving** abilities during the race.

o All participants are expected to adhere to a professional and respectful behavior throughout the competition.

o Any form of cheating, plagiarism, or unfair advantage will result in disqualification.

Do's:

o **Arrive On Time:** Ensure that your team arrives on time for each day's challenge. Timely arrival is crucial to ensure you don't miss any part of the event. Each team will be assigned venues and should be stationed there ,until the team is called for the competition.

o **Accompanying Mentor:** A single mentor must accompany your team for all days of the event. The mentor should take full responsibility for their students, ensuring they are prepared and well-behaved during the event.

o **Take Responsibility for Your Belongings:** Each participant is responsible for their own items. Please ensure that your belongings are not left unattended.

o **Bring Your Own Equipment:** Teams should bring their own laptops, chargers, and other essential materials (e.g., mobile phone chargers) required for the event. Ensure your equipment is fully charged before arriving.

o **Maintain Discipline:** Always maintain a respectful and professional attitude during the event. Follow instructions promptly and work collaboratively with your team and other participants.

o **Honor the Judges' Decisions:** The judges' rulings are final and binding. Any disputes or challenges regarding their decisions will not be considered.

Don'ts:

o **Do Not Leave the Event Premises:** Participants are not allowed to leave the school premises during the event. Stay within the designated areas for the duration of the event

o **Avoid Bringing Expensive Valuables:** Participants are advised not to bring expensive valuables to the event. You are fully responsible for the safety of your belongings.

Submission of Authorization Letter

- All participating teams must submit an authorization letter signed by the School Head/Principal, listing the names of the participants and the accompanying teacher.
- The letter should be emailed to SIF@spms.org.in after the registration of the school team.
- Teams without an authorization letter will not be allowed to participate.
- A hard copy of the letter must be brought on the day of the event and presented at the registration counter.