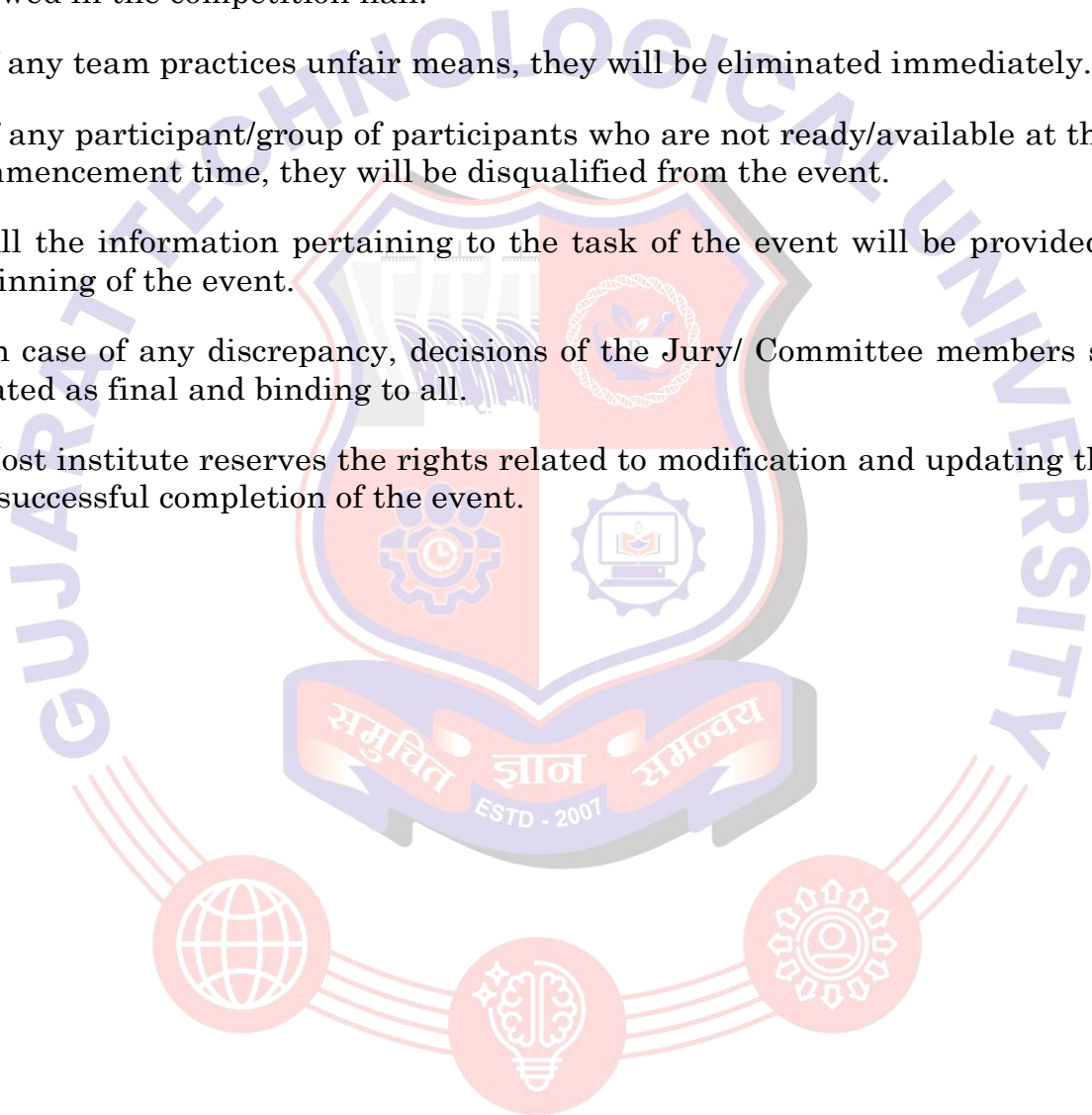

GENERAL RULES:

- Students must have their current college identity card with them, at the time of reporting.
- Books and external materials/Mobile Phones/Internet/smart watches are not allowed in the competition hall.
- If any team practices unfair means, they will be eliminated immediately.
- If any participant/group of participants who are not ready/available at the event commencement time, they will be disqualified from the event.
- All the information pertaining to the task of the event will be provided at the beginning of the event.
- In case of any discrepancy, decisions of the Jury/ Committee members shall be treated as final and binding to all.
- Host institute reserves the rights related to modification and updating the rules for successful completion of the event.



LEVEL DESCRIPTION:

- **Round 1: (Day 1, Time: 30 Minutes, 50 Teams)**

Paper Based Test (Arduino and C Language)

1. It will be a preliminary test based on the fundamentals of Arduino and Programming language C.
2. Participants will have to attempt a quiz consisting of MCQs, debugging errors in the given code, identifying components from the given pictures in stipulated time.
3. The test is to be attempted individually by each participant of the team, the average score of the team will be considered for eligibility in round 2.

- **Round 2: (Day 1, Time: 60 Minutes, 20 Teams)**

Interfacing and Programming of Arduino Uno (max. 20 teams)

1. Programming and interfacing skills will be the centre of attention in this round.
2. Participants will be provided with a problem and components they will have to code and interface the given components physically with Arduino uno to generate the required output(s).
3. Students will be asked to do some modifications in the given problem and show output.

- **Round 3: Day 2, Time: 90 Minutes, 10 Teams)**

1. This round will test the thinking capability of the participants.
2. Participants will be given a set of components and they will have to make a small project that can be applied in real life scenarios.
3. No predefined problem will be given, students need to find innovative ideas within the given limitations of components and design the project.
4. Results of round 3 will be subject to the judge's marking.

JUDGING CRITERIA:

- **Round 1:**

1. The test is to be attempted individually by each participant of the team, the average score of the team will be considered for eligibility in round 2.
2. There will be 25 questions, each carrying 2 marks. For incorrect answer(s) 1 mark will be deducted. No deduction for unattempted question(s).
3. 20 teams will be selected to feature in round 2 based on the marks scored.

- **Round 2:**

Evaluation will be based on time efficiency and the accuracy of the completed task. Summation of marks obtained in both the rounds will also be considered for the up gradation. 10 teams will be selected for round 3.

- **Round 3:**

Top 3 Teams will be selected by judges.

JUDGES:

Any one Academic Expert with minimum 10 years of experience in relevant discipline

AND /OR

Any one faculty from any other GTU affiliated college in the same zone

AND/OR

Any one faculty from the Host Institute

EVENT COORDINATORS:

Sr. No	Name	Faculty/ Student	Contact No	Email ID.
1.	Prof. P. V. Pithadia	Faculty	9428187879	parulpithadia@gmail.com
2.	Prof. T. S. Patel	Faculty	6354643523	tspgec@gmail.com

