

ENTREPRENEURSHIP CHALLENGE



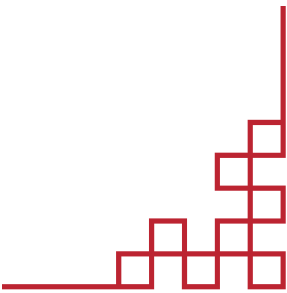
THEME AND CONCEPT

In the Entrepreneurship Challenge category, participants are encouraged to conceptualize and design robots that address systemic challenges such as pollution, climate change, recycling, and plastic waste management.

This hands-on experience allows students to engage with real-world problems at a young age, fostering a mindset geared towards problem-solving and innovation. By focusing on these critical areas, the challenge not only nurtures technical skills but also promotes a sense of social responsibility and environmental stewardship among young minds.

This initiative aligns closely with several United Nations Sustainable Development Goals (SDGs), particularly SDG 4 (Quality Education), SDG 9 (Industry, Innovation, and Infrastructure), SDG 12 (Responsible Consumption and Production), and SDG 13 (Climate Action). By integrating these goals into the curriculum, the Entrepreneurship Challenge helps students understand the importance of sustainable practices and the role technology can play in achieving them.

This category aims to empower the next generation of leaders and innovators, equipping them with the skills and knowledge needed to create a positive impact on the world and drive sustainable development forward.





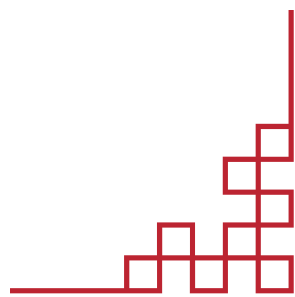
A. Eligibility:


- The challenge is open to students and startups.
- Students must be enrolled in an accredited educational institution.
- Startups should be at an early-stage or in the ideation phase.

B. Team Formation:

- Participants can compete individually or form teams.
- Teams should consist of a minimum of one members and a maximum of three members.

C. Submissions: • All participants must register online through the designated platform before the specified deadline. • Submissions should include a detailed project description, highlighting the problem statement, solution approach, potential impact, and future scalability. • Participants may be required to provide additional materials, such as prototypes, and photos support their submission. • Submissions should be original and not infringe upon any third-party intellectual property rights.



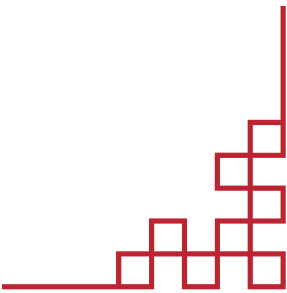



D. Intellectual Property: • Participants retain full ownership of their intellectual property. • By participating in the challenge, participants grant the organizers the right to use their project information and materials for promotional and educational purposes.

E. Evaluation Criteria: • Projects will be evaluated based on the following criteria: innovation, feasibility, market potential, scalability, social impact, and future readiness. • Judges will assess the projects according to predefined scoring metrics. • The evaluation process may involve multiple rounds, including initial screening, semifinals, and finals.

F. Presentation: • Finalists will be invited to present their projects to a panel of judges. • Presentations should adhere to a specified time limit, typically 3-5 minutes, followed by a Q&A session. • Participants should effectively communicate the problem, solution, and future implications of their projects.

G. Code of Conduct: • Participants must adhere to high ethical standards and conduct themselves professionally throughout the challenge. • Plagiarism, cheating, or any form of dishonesty will result in immediate disqualification.





H. Disqualification: • Participants may be disqualified for non-compliance with the rules, unethical behavior, or violation of any applicable laws.

I. Amendments and Interpretations: • The organizers reserve the right to amend or modify the rules at any time. • Any disputes or concerns regarding the interpretation of the rules will be resolved by the organizers.

J. Liability: • Participants understand and acknowledge that they are responsible for any risks associated with their participation in the challenge. • The organizers will not be liable for any loss, damage, or injury incurred during the challenge.

The organizers reserve the right to make changes to rule book

K. Agreement to Rules: • By participating in the challenge, participants agree to abide by all the rules and guidelines

