



iCUBE RULEBOOK

How it works:

- Students can form a team of 2 to 4, with participants pursuing any engineering stream, studying in any year.
- A participant cannot be a part of more than one team and each team can work only on one problem statement.
- All types of solutions including hardware, software, hypothesis and prototype are allowed.
- To ensure level-playing field, teams are requested to start working on the implementation after their abstract gets shortlisted for phase 2.
- Submissions for each phase will be reviewed and assessed by a diverse panel of judges (experts) from different streams.
- All information regarding this event will be intimated to the Team leader through their registered E-mail or message (WhatsApp). So, kindly provide correct information in registration forms.

Phase 1 - Abstract submission

1. For abstract submission, download and edit the template provided, retaining the format.
2. A team can work only on the problem chosen at the time of registration and it can't be altered for any cause later.
3. For Idea-o-lite participants: Teams must ensure that the problem they are addressing is in line with the given theme.

Phase 2 - Idea Presentation

1. For presentation, feel free to create your own PPT. Do not forget to mention team details in the PPT.



2. A total time of 15 minutes will be allotted for each team. 10 minutes for presenting your solution for the chosen problem. 3-5 minutes for responding to the questions from the Judging panel.
3. All team members are expected to be present during the entire presentation. (Active involvement of entire team will be a good brownie point)
4. Participants are expected to keep their video camera ON throughout the presentation.

Phase 3 - Final presentation (Functional model)

Shortlisted teams need to create a video of 10 minutes addressing the problem, explaining the approach/solution, demo of the implementation/execution.

If your implementation involves coding, the following rules must be adhered:

1. Teams can use open-source libraries, frameworks etc in their projects. Working on a project before the event or completely open-sourcing the code from the internet and using it in your project, is against the spirit of the rules and is prohibited.
2. In addition to the video, Team Leader should create a GitHub account with their team's name and upload the final working code in a new repository. This submission should be functional to be reviewed by the judges.
3. The developers of the solution will own all the rights to their idea and solution. However, all code needs to be in GitHub (as mentioned above) so that it can be evaluated by the judges.