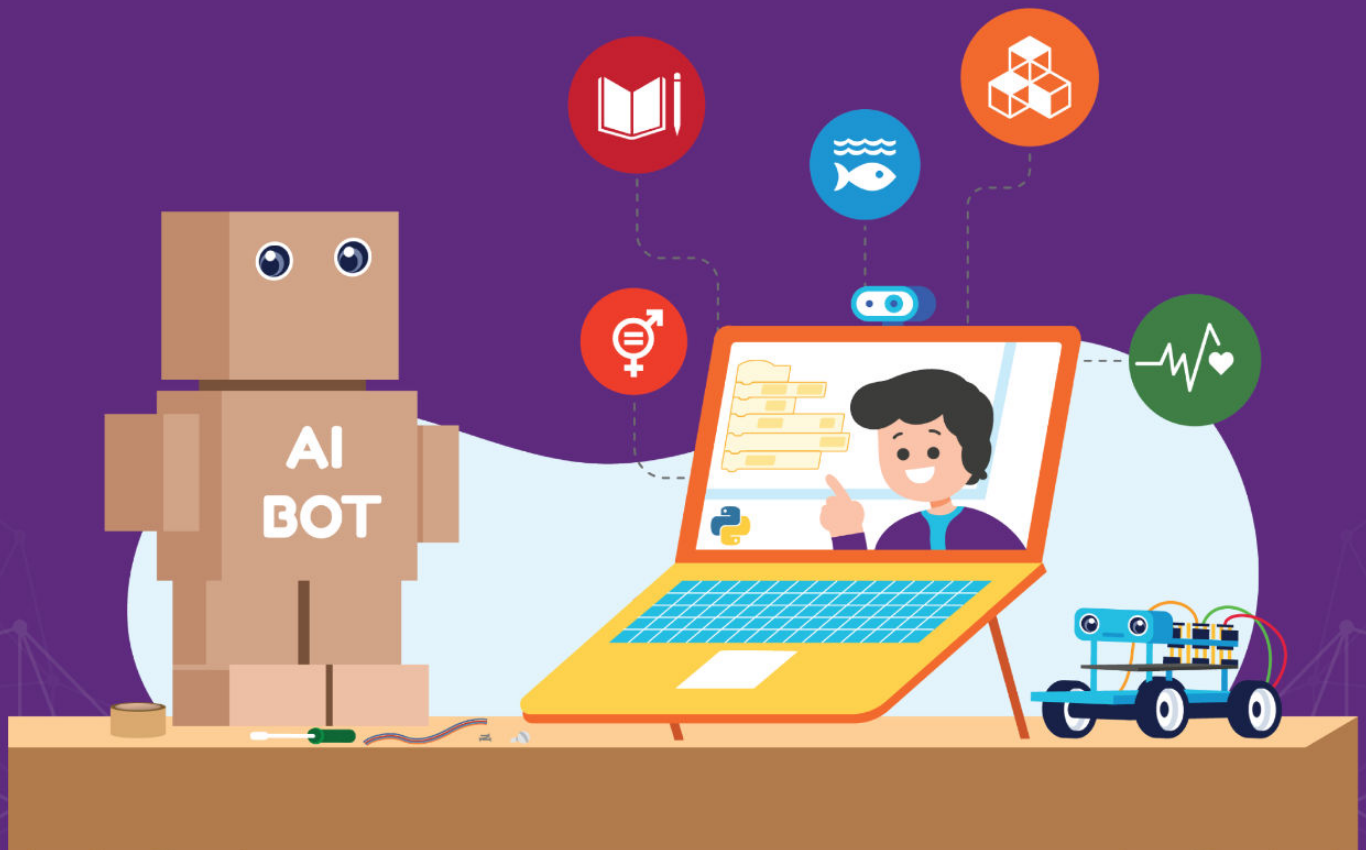2023-24

CODEAVOUR 5.0
INTERNATIONAL

Track 1 - Innovation and Entrepreneurship
Rules and Regulations

**Where Innovators Become Entrepreneurs:
Coding for the Future**

Version 1.1

15th November 2023

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https://codeavour.org   +91 6358 911 186   codeavour@thestempedia.com

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Innovation and Entrepreneurship Codeavour 2023-24
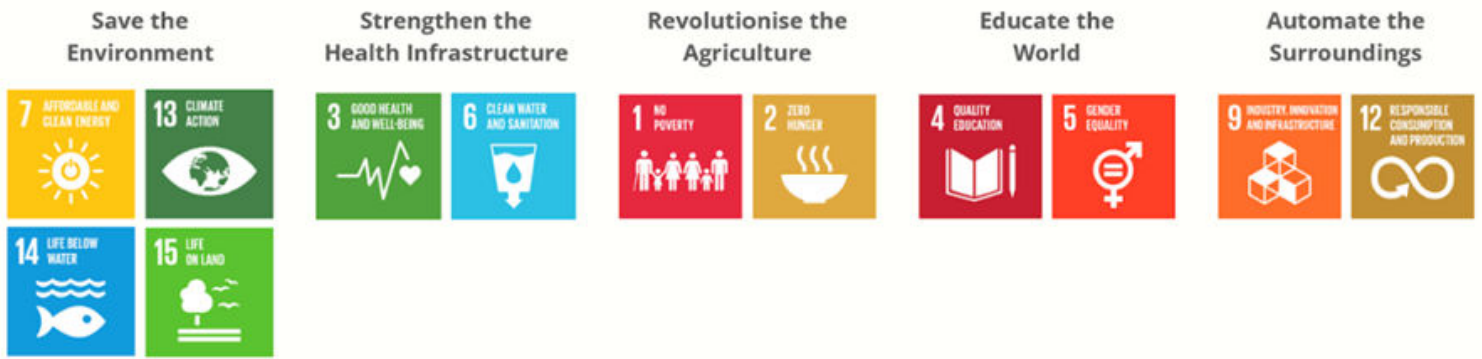

1. Track-1 (Innovation and Entrepreneurship)

Get set on a transformative journey where **Innovation meets Entrepreneurship in Codeavour 5.0**. Harness the power of cutting-edge technologies to ideate, create, and bring student's entrepreneurial visions to life.

As participants, you will dive into specific themes, turning your creativity into real-world solutions. Your projects will solve actual problems using technology and innovation. Get ready for inspiring ideas and impactful creations that could change the world! This International Fest is where **imagination meets real change**.

Themes aligned with UN SDGs

| Save the Environment | Strengthen the Health Infrastructure | Revolutionise the Agriculture | Educate the World | Automate the Surroundings |

*Physical and Online Competition

1.1. Themes

- **Save the Environment:** This theme revolves around raising awareness, promoting action, and finding innovative solutions to address environmental challenges and preserve the planet for future generations. Find the ideas that emphasize the urgent need to address various environmental issues, such as pollution, deforestation, climate change, loss of biodiversity, and resource depletion.

- **Strengthen the Health Infrastructure:** Concentrate on strengthening and improving the capacity, resilience, and accessibility of healthcare systems. Innovate to find ways to improve Infrastructure Development, Healthcare Information Systems, Medical Equipment and Technology, Human Resources and Training, Emergency Preparedness and Response.

- **Revolutionize Agriculture:** Explore ways to modernize and revolutionize the agricultural sector for improved food security, sustainability, and efficiency. We encourage participants to explore various dimensions of agricultural revolutionization, such as Sustainable Farming Practices, Smart Agriculture and Technology, Urban and Vertical Farming, Genetic Engineering and Biotechnology, and Supply Chain and Distribution.

- **Educate the World:** Work towards enhancing the quality of education and promoting gender equality. Choose this theme if your vision aligns with educating the world by creating innovative solutions to promote an inclusive learning environment.

- **Automate the Surroundings:** Explore the application of automation, robotics, and smart technologies to enhance and streamline various aspects of our surroundings and everyday life. Reimagine and redesign how automation can be applied to various settings, from homes and cities to industries. Explore various dimensions of automation in different contexts, such as Smart Homes and Living Spaces, Intelligent Cities and Infrastructure, and Industrial Automation.

1.2. Rules and Regulations

1.2.1. Participation:

1. An individual or a maximum of 3 members can form a team.
2. The project should be aligned with one of the following themes:
   - Save the Environment
   - Strengthen the Health Infrastructure
   - Revolutionize the Agriculture
   - Educate the World
   - Automate the Surroundings
3. The project should be programmed using PictoBlox only. You can use any coding environment available inside PictoBlox.
4. In the case of hardware-based projects, only the hardware that is compatible with PictoBlox is allowed, i.e., Quarky, evive, Micro:bit, Arduino, ESP32, Boffin, T-Watch, TECbits, LEGO, etc.
5. PictoBlox-based projects without hardware are also allowed to participate, compete, and win.
6. The mentor or coach's responsibility is limited to mentorship and guidance only. They should not be directly involved in project making, demonstration, or pitching ideas. Otherwise, it can lead to disqualification of the team.

1.2.2. Submission:

1. Only one project submission is allowed per team.
2. The project submitted should be authentic and made by participants only.
3. Teams are allowed to make changes to the project before the regional competition. However, once the regional competition is completed, you can only add minor updates to your project. Participants can only partially change their project when they reach the National or International levels.

4. For successful **Online submission**, you must submit the following things:
   - **Cover Image:** Submit a high-quality image that highlights your innovation and includes a representation of yourself (recommended size 1,920 x 1,080 pixels)
   - **Description:** Write a **100-150-word description** of your project covering the key highlights of your innovation.
   - **PictoBlox File:** Upload or add a link to your project's PictoBlox file(s). (You can upload one or more files if your project has multiple boards. Make sure not to upload multiple file options for the same board.)
   - **YouTube Video:** Create and add a link to a YouTube video of 5 minutes to 10 minutes duration covering the following things:
     · Project demonstration.
     · Overview of your innovation.
     · Brief about you and your teammates.
     · Brief about the selected theme and why you chose it.

5. **Product Presentation:** Make and upload a presentation of 10-15 slides as per the given template: https://aim.gov.in/pdf/Business-pitch-template.pdf.

   Note: Upload a video on YouTube(Public or Unlisted) and submit the YouTube link of your video on the submission page. Please make sure that it's not private.

   *For successful participation in **physical events** (Regional, National, International), you must come up with the following things:*

   - **Prototype** of Innovation (if applicable).
   - **A digital device,** i.e. Laptop, Tablet, or Smartphone.
   - **Banner or Poster** Covering Key Innovation Features (2 by 3 feet with National Flag in the design.

   Note: Tutorial links will be provided for YouTube videos, Banners, and poster designing.

1.2.3. Evaluation:

First, your submission should stay by the participation and submission guidelines. Failing to follow the rules will result in disqualification.

Next, your project will be evaluated by jury (physical mode) and given marks as per the following criteria:

Sl. No.	Parameters	Marks
	Online Evaluation	
1.	Cover Image	5
2.	Description	5
3.	Coding, AI, Robotics Concepts - PictoBlox File	10
4.	Working or Functioning of Innovation - PictoBlox File and YouTube Video	10
5.	Introduce yourself and your teammates - YouTube Video	10
6.	Brief about the selected theme and why you chose it - YouTube Video	10
7.	Overview of your Innovation - YouTube Video	10
8.	Business Pitch - Presentation	10
	Maximum Marks (Online Evaluation)	**70**
	Physical Evaluation - Regional	
1.	Banner or Poster - During Physical Event	10
2.	Working or Functioning of Innovation - During Physical Event	10
3.	Business Pitch - Face to Face with Judges During Physical Event	10
	Maximum Marks (Physical Evaluation)	**30**
	Total Maximum Marks (Online + Physical - Regional)	**100**
	Physical Evaluation - National & International	
1.	Introduce yourself and your teammates - During Physical Event	10
2.	Banner or Poster - During Physical Event	20
3.	Brief about the selected theme and why you chose it - During Physical Event	20
4.	Working or Functioning of Innovation - During Physical Event	25
5.	Business Pitch - Face to Face with Judges During Physical Event	25
	Maximum Marks	**100**

Note: *The decisions of the Codeavour Jury will be final. We kindly ask all participants to be respectful and considerate towards our jury members and the Codeavour management team. Disrespectful behavior may lead to immediate disqualification from the competition or future Codeavour events.*