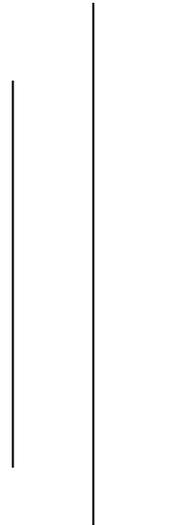


Inter-College Technical Exhibition “SAGARMATHA TECHNO-FEST 2019”



2076



Invitation for Participation

Jointly Organized By:

Electronics Engineering Students' Society (EESS-SEC)

And

Department of Electronics and Communications Engineering

Sanepa, Lalitpur, Nepal

Contact Address:

EESS-SEC

Sagarmatha Engineering College

Sanepa, Lalitpur, Nepal

Tel: 01-5527274, 5547463

Email: eess@sagarmatha.edu.np

1. BACKGROUND

Sagarmatha Engineering College (Institute of Engineering, Tribhuwan University affiliate) offers Bachelor Level Programs in the field of Civil, Electronics and Computer Engineering. From the very beginning of its establishment (2010 AD), it has been devoted for the quality of technical education needed for the country. Within less than a decade of its inception, it has been one of the top most choices for future engineers. The college provides latest and up-to-date courses to mould engineers so as to compete with changing world in offered streams of engineering.

For boosting practical knowledge, Electronics Engineering Students of Sagarmatha Engineering College had formed “**Electronics Engineering Students Society**” (EESS-SEC) in 2013 AD as a non-political organization. EESS-SEC has been organizing various internal programs to enhance practical knowledge for students. In this regard, for the first time, EESS-SEC is one of the member organizing inter college Electronics Engineering Exhibition in which students from all Engineering Colleges gather in one place to demonstrate their skill and problems occurring in different field related to civil, electronics and computer engineering with their proper solutions within limited budgets.

2. INTRODUCTION

Electronics Engineering Students’ Society (EESS-SEC) presents competition on different category such as Project Exhibition, Code Camp, Robo – Soccer and E – Sports as mentioned below. The competitions aim to promote scholastic excellence and competence through healthy and fair competition and at the same time, provide a venue for interaction amongst students and teachers from other BE colleges, universities and +2 colleges.

3. MAJOR EVENTS:

3.1 CODE CAMP

Code Camp is a two-day event in “**SAGARMATHATECHNO–FEST (2019)**” which provides a platform for the students as well as tech enthusiasts to initiate an idea and deploy it into a useful application. The participants come up with a feasible idea which falls into one of the pre-specified category and work during the first day to convert that idea into a viable product. The participants then pitch the final product during the second day of event in front of a panel of judges and justify their efforts to win. Code Camp is not only just a coding event, but also an opportunity for young minds to network with industry experts and like-

minded enthusiasts. At “**SAGARMATHA TECHNO–FEST (2019)**” Code Camp, the main focus will be on creating an environment where knowledge is easily shared between participants and mentors. The participants can develop their applications on any of the mentioned themes.

a. Theme:

Theme will be provided on 29thJestha, 2076 i.e. 1 week before the main event.

b. Team Specification:

1. A team may consist of a maximum of 4 members.
2. Students from engineering and IT backgrounds can only participate in the competition.
3. Students from different colleges are allowed to make a team.

c. Rules and Regulations:

1. Participants are allowed to use any programming language.
2. Dress code of the participants should be formal.
3. Decision of Jury Panel will be the final decision.

d. Certification and winner:

1. Winning team will be awarded with cash prize of Rs. 3500 and Runner Up team will be awarded with cash prize of Rs. 1500.
2. The team with the best code will be awarded with cash prize of Rs. 1000.
3. Certificate of Excellence and medals will be provided to all the members of the winning team.
4. Certificate of Participation will be given to all the members of each team for participation.

e. Registration Details:

1. Registration :Rs. 500 per team
2. Deadline : Ashad 1, 2076
3. Register at Sagarmatha Engineering College, Sanepa
4. Contact: Bipin Thapa Magar (9860036415) and
Kushal Sharma Marasini (9843641152)

3.2 PROJECT EXHIBITION

Project Exhibition is a hardware and software project demonstration platform where the participants will be judged on the basis of their idea, presentation skill and team work. Participants can present their hardware projects and software projects separately in the exhibition.

a. Theme:

Open Domain

b. Team Specification:

1. A team may consist of a maximum of 4 members.
2. Students from Engineering and IT backgrounds can only participate in the exhibition.
3. Students from different colleges are allowed to make a team.

c. Rules and Regulations:

1. The project should be completed before the time of demonstration.
2. Theme of the project should be clarified at the time of registration.
3. Report should be submitted on time (before 5pm of 5th of Ashad).
4. Participants are allowed to use any programming language.
5. At the time of judging, all the member of the team should be present.
6. Dress code of the participants should be formal.
7. Decision of Jury Panel will be the final decision.

d. Winner and Judging criteria:

1. Winners will be separately selected for hardware and software project.
2. The winner for hardware as well as software projects shall be chosen entirely based on the innovation and effectiveness of the project being presented.
3. Consolation prize may be given for any project that may belong to hardware or software project.

e. Certification and winner:

1. Winning team of Hardware and Software will be awarded with cash prize of Rs. 10,000 separately.
2. Consolation prize may be given for any project that may belong to hardware or software project with cash prize of Rs. 5000.

3. Certificate of Excellence and Medals will be given to all the members of the winning team.
4. Certificates of Participation will be given to all the members of each team for participation.

f. Registration Details:

1. Registration :Rs. 2000
2. Deadline: Jestha 25, 2076
3. Register at Sagarmatha Engineering College, Sanepa
4. Contact: Sadikshya Poudel (9845622231), Sandhya Chauhan (9819103358) and
Ajaya G C (9867986158)

3.3 ROBO-SOCCER

Robo – Soccer is a league game competition, where two teams with 3 Robots of each team will be competing against each other to score the highest score. The team with the highest score shall be the winner. This game is similar to normal football but instead of human, robots will be used to score points.

a. Theme:

Build 3 remote controlled robots to play soccer against opponents satisfying the constraints mentioned below.

b. Team Specification:

1. A team may consist of a maximum of 4 members.
2. Students from +2 level and Engineering backgrounds can participate in the competition.
3. Students from different colleges are allowed to make a team.

c. Design and Dimensions:

1. Each robot should not exceed the dimension of 30cm x 30cm x 30cm.
2. Each team must have at least 3 robots and can have up to 5 robot maximum.
3. The maximum weight of each robot is 5 kg.
4. All robots are to be controlled wirelessly and manually.
5. Use of readymade toys is not allowed but readymade circuits or modules can be used.

6. The robot cannot have any weapon that may harm other robot but they can have mechanisms for shooting or saving the ball.

d. Arena Specifications:

1. The arena is a simple 18ft *12ft rectangle base enclosed by a boundary wall (height 20cm).
2. All the markings shall be as per that of a regular football field which includes the center line, center circle and the D area.
3. Size of the goal post will be 3ft (l)*2.5ft (h).
4. Foam ball with the size of 10 cm (approx.) in diameter will be used.

e. Game Play:

1. Each match will be of 6 minutes divided into 2 halves of 3 minutes each.
2. Half time will be of 2 min for teams to repair any damage inflicted upon them.
3. The game will follow the general rule of football by adding 3 min of extra time in case of tie having a half of 1.5 min each with half time of 2 minutes between tie break. After that, game will be decided by penalty shootout.

f. Rules:

1. The potential difference between any two points must not exceed 24V.
2. No dragging and picking of the ball is allowed.
3. No Air blowing mechanism will be allowed.
4. If a robot throws the ball outside the arena, then other bot will get an advantage of throw ball.
5. In case of a free kick bot has to keep a minimum distance from the robot who is taking free kick. Distance will depend on the position from where free kick is taken.
6. Penalty kick will be given in case of foul in the D area.
7. Each penalty shootout will be of 30 second time (one on one).
8. In the case of a foul, bot will be given a warning (as Yellow card) and if the mistake is repeated, that bot will be disqualified (as Red card).
9. The robot causing any physical damage to the opponent's robot will be immediately disqualified.
10. Referee decision will be the final decision.

g. Certification:

1. Winning team will be awarded with cash prize of Rs. 25,000 and the runner up team will be cash prize of Rs. 10,000.
2. Certificate of Excellence and medals will be provided to all the members of the winning team.
3. Certificates of Participation will be given to all the members of each team for participation.
4. The teams which get disqualified due to disobeying any of the competition rules will not be considered for the certificate.

h. Registration Details:

1. Registration :Rs. 2500
2. Deadline: Jestha 25, 2076
3. Register at Sagarmatha Engineering College, Sanepa
4. Contact: Rajan Gurung (9803769901) and Aaryan Shrestha (9860005643)

3.4 E – SPORTS

Sagarmatha Techno - Fest will also include gaming such that all the students and visitors can compete in a common gaming arena against each other. The main purpose of this event will be to entertain the visitors from different background. The games are as follows:

- FIFA 18 with Keyboard / Controller
- PUBG Mobile (Mobile and Emulator)

a. Registration Details:

1. Registration : Rs. 150 for FIFA and
Rs. 600 for PUBG Mobile for team
2. Deadline: Jestha 31, 2076
3. Register at Sagarmatha Engineering College, Sanepa
4. Contact: Anupam Panta (9845355888) and Prabeg Shakhya (9841780470)

b. Rules:

1. Use of any abusive language is strictly prohibited.
2. Controller and PCs should be handled with care.

c. Certificate and Prize:

1. Winning team (PUBG) and winner (FIFA) will be awarded with Cash prize of Rs. 5,000 and Rs. 1500 with Jersey respectively.
2. Runner up of FIFA will be awarded with Cash Prize of Rs. 1000.
3. All the winners will be provided with Certificates.

4. SCHEDULE OF “SAGARMATHA TECHNO-FEST (2019)” EVENTS HOSTED BY EESS

The events will be hosted by EESS are scheduled as follows:

DAYS	EVENTS
Day 1(5 th Ashad,2076)	Code Camp (Code Preparation), Exhibition , E - Sports
Day 2 (6 th Ashad,2076)	Code Camp (Code Submission and Presentation), Exhibition, Robo-Soccer, E - Sports
Day 3 (7 th Ashad,2076)	Closing Ceremony and Prize Distribution

***Note:**

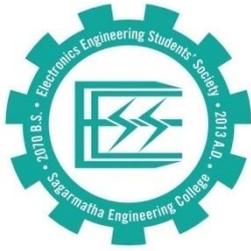
1. **The full schedule of the events along with its timing will be provided to participants few days prior to the event. Any changes in the subsequent schedule shall be notified to the participants.**
2. **Monetary Values are subject to change.**



AnupamPanta
(Coordinator)
EESS-SEC
Contact: 9845355888



PrabegShakhya
(Secretary)
EESS-SEC
Contact: 9841780470



Inter College Technical Exhibition
SAGARMATHA TECHNO-FEST (2019)



Registration Form

Category of Competition:

1. Robo - Soccer
2. Project Exhibition (Hardware)
3. Project Exhibition (Software)
4. Code Camp
5. E – Sports (PUBG Mobile)
6. E – Sports (FIFA 2018)

College: -

Title of Project:
.....

Team Members:-

<p>1. Name (in block letters) :-... ..</p> <p>E-mail:-.....</p> <p>Contact No: -</p> <p>Faculty with Batch:-.....</p>	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
<p>2. Name (in block letters) :-... ..</p> <p>E-mail:-.....</p> <p>Contact No: -</p> <p>Faculty with Batch:-.....</p>	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
<p>3. Name (in block letters) :-... ..</p> <p>E-mail:-.....</p> <p>Contact No: -</p> <p>Faculty with Batch:-.....</p>	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
<p>4. Name (in block letters) :-... ..</p> <p>E-mail:-.....</p> <p>Contact No: -</p> <p>Faculty with Batch:-.....</p>	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>
<p>Team Leader's Name:-.....</p>	<div style="border: 1px solid black; width: 100%; height: 100%;"></div>

Enclosures:-

- Entry Fee NRs
- 1 Poster of 42 * 30 inches.

I, on the behalf of my team verify that all of above information are correct and I will bear the sole responsibility of mistakes if any and I am also committed to accept the decisions taken by EESS-SEC.

.....

Team Leader