



EDGE17
THINK. DREAM. LIVE.
7th-9th APRIL



INNOVATI

(PROJECT VIEW)

Rules and Regulations

Innovation distinguishes between a leader and a follower. It is not just about ideas... in fact, one could argue that it is more concerned with implementation, development, breakthrough, and that creation might just actually make the engineer an innovator; yet the principle of 'implementing' the thought, idea or solution to a problem defines the intrinsic character of an engineer.

Steve Jobs was probably the greatest innovator of modern times. Yet as history knows, he would have been nothing without the backing of Steve Wozniak - the silent Steve of Apple... the man who redesigned Atari's game box using only 50 ICs instead of the 100 it was built with. The idea of Winklevoss brothers' was not worth a dime, till Mark Zuckerberg made Facebook!

FIELD OF PARTICIPATION

This year we are inviting the best of the quirky minds to showcase the fruits of their brilliance at the grandest stage of its kind in the city. We at EDGE have always fostered the needs of innovators and so we invite participants from the below mentioned disciplines (both general and specialized) and branches of engineering:

- Mechanical Engineering
- Computer Science and Engineering
- Electrical Engineering
- Engineering Physics
- Civil Engineering
- Electronics and Communication Engineering
- Information Technology
- Electronics and Instrumentation Engineering
- Robotics
- Remote Sensing
- Food Technology
- Computer Vision



- Renewable Energy Sources

Verify your project category with event coordinator prior to participation as to whether or not it falls under the specified domains.

OBJECTIVE

Any completed or underdevelopment engineering based college project, either hardware implemented or simulated, or software based implementation, may be offered for consideration. Any undergraduate level engineering project is welcome, and would most likely be encouraged towards improvement holistically. A worthy project would be appraised and duly rewarded, along with assistance towards development, patenting and publication.

NOTE: IF ANYONE HAS NO WORKING MODEL THEN THEY CAN COME UP WITH THEIR INNOVATIVE IDEAS WITH A POWERPOINT PRESENTATION ON ANY OF THE ABOVE MENTIONED TOPIC. THIS IS A DIFFERENT CATEGORY WITH ATTRACTIVE PRIZE MONEY OTHER THAN EXHIBITION.

ELIGIBILITY

- Any student studying in undergraduate or postgraduate programs
- A team can consist of a maximum of 4 students.
- No two teams can have a common member (including during presentation session for the judges) .
- Every participant should have a valid ID card of his/her institute/college.
- Students currently enrolled for an undergraduate/postgraduate program at their institute are eligible for the competition.
- To clear doubts regarding eligibility of concerned project and domain of the same, contact the enlisted contact persons in the contacts tab.

DISCLAIMER

Eligibility may be constrained to some unforeseeable factors and hence, would be best determined subjectively by the concerned event heads, in consultation with jury. Any anomalies would be duly intimated. Till then, we encourage every project be submitted for appraisal.



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CONTACT:

ANUKALPA ROY
+91 94741 58507

ADITI KUMARI
+918276960454



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