Make it Concept Trophy Ruleset

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Modern technology is built to help us. One of our most challenging issues in the future will be the correct recycling of our waste. This year, the LYRC challenge will turn around collecting and recycling the different waste types in a modern city.

As such, the main topic/question in this year's Concept challenge is

[Domestic] Robots help recycle waste [correctly].

In order to participate to this challenge, teams must be able to

- present their idea(s) using a slideshow, posters or any kind of presentation tools,
- show a model of their solution(s), done in drawings, cardboard -, wood models or any kind of modeling hardware (such as LEGO, k'nex, Geomag, ...)
- create a booth where the public can see their solution(s) [see team booth ruleset above]

The solution(s) the team will be presenting has no physical limits, as such, the team decides upon size of the model and/or the situations they want to present. In order to make the solution(s) clear to the public and jury, teams must present a specific situation where their solution(s) will be clearly presented.

In order to present their project to the jury, teams will have a time-slot of 10 minutes, which they can use however they see fit. The time limit will be strictly held in, so the jury will stop the presentation after the 10 minutes will have expired. Of course, teams can use less time than the foreseen limit, but they are not allowed to overpass it. The presentation will take place on a specified stage following a specific time scheduled of which teams will be informed at least 1 hour prior to their presentation.

During the presentation, teams should present and make clear:
- their main idea of the project
- practical use of their project
- if possible, a demonstration of their project (animation or real life)
- display advantages and disadvantages of their project

Evaluation scheme

In order to evaluate the "Make it" a.s.b.l. Concept Trophy projects correctly, here is an overview of the distribution of scores.

Project	Is the idea of the project innovative?	10
	Could the idea be put into practice?	
	Did the team thoroughly think the project through? Maybe during a science class or with the help of external experts?	15
Presentation	Was the timing respected (10 minutes maximum)?	10
	Was the presentation clear?	10
Model	What was used to present the project (Posters, slideshows, models, cardboard,…)?	5
	Was the model a good representation of the project's idea?	15
	Did the team do the majority of the model themselves (>80%)?	15
Team	Was there a positive team spirit observable throughout the competition?	10
	Did the team members behave according to the rules?	10
TOTAL (Maximum of points)		**100**

Ruleset

Teams must follow the general ruleset of the competition, available online through lyrc.lu.