



# ECOTECH

In the realm of Ecotech, the battlefield is set, and only the bold will rise. As each round unfolds, you'll face puzzles that demand ingenuity, with every solution bringing you closer to victory in a race against time. Harness the power of technology, and let your creativity lead the charge as you navigate through challenges that will shape the future. Victory isn't just about winning—it's about redefining the world around you, one idea at a time. The war for innovation begins here—are you ready to fight for change?

## **General Guidelines/Rules:**

- 1) This category consists of two rounds.
- 2) Round 1 will be an elimination round, with decisions made by the jury and category heads being final.
- 3) This category will test your knowledge of ecology, environmental crises, STEM challenges, animation creation, and app development.

## **Round 1: Animation Making**

Delegate Limit: 3

Duration: 3 hours

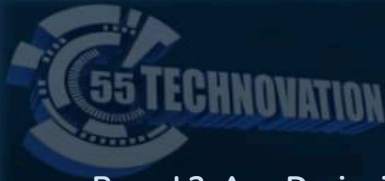
Round Description:

Unleash your creativity and step into the world of storytelling through animation. In this round, the clock ticks as you transform an idea into a visual masterpiece, navigating challenges that demand both skill and imagination. What will you create? The stage is set, and the future awaits your innovation.

- 1) This round will involve creating a 1-minute (or less) animation addressing a problem or topic assigned to the team from the STEM arena.
- 2) Delegates may use animation software such as Toonly or any other tool they are familiar with.
- 3) On Day 1, delegates will work on their animation, and on Day 2, they will present their final creation to the jury members.

Judging Rubric:

- Creativity & Visual Appeal
- Relevance & Clarity
- Technical Execution
- Practicality & feasibility of solution



## Round 2: App Designing Contest

Delegate cap per team: 3

Duration: 3 hours

### Round Description:

Ignite your imagination and bring your app ideas to life at *EcoTech* . Whether you're an experienced designer or just starting out, this exciting category is your opportunity to explore the art of crafting innovative app prototypes.

1. This round will focus on designing prototypes for apps aimed at raising awareness about environmental concerns.
2. Each team will be given an environmental concern and a specific target audience the night before the category begins, for which they will design an application.
3. Delegates may begin work on the night the topic is assigned.
4. Applications such as figma and protopie can be used. (coding platforms are not required for this category..)
5. On the third day, they will be allocated three hours, with 1.5 hours designated for completing the design and an additional 1.5 hours reserved for presentations.

### Judging Rubric:

- Creativity
- Relevance & Focus
- Functionality & Features
- Audience-Centric Design