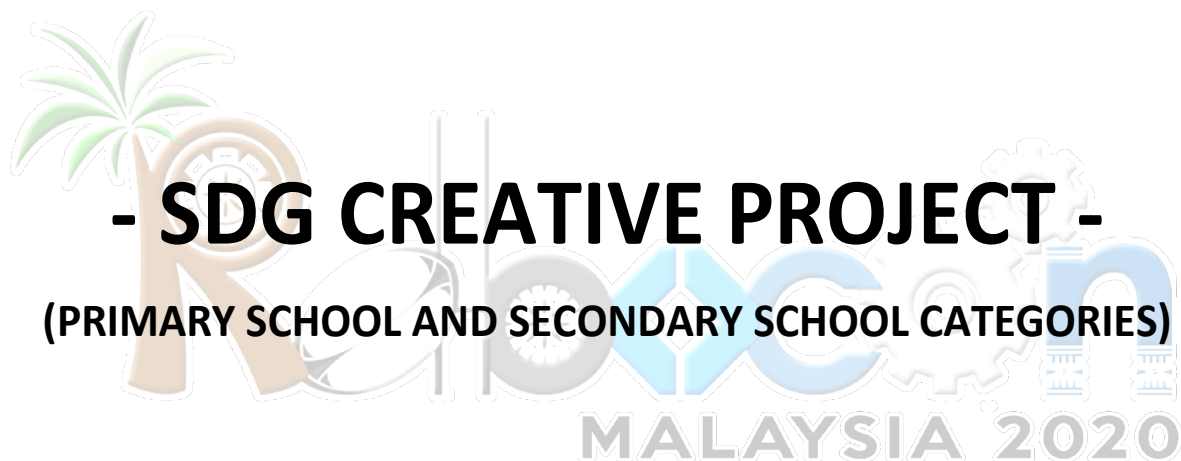




ROBOCON MALAYSIA JUNIOR 2020



RULES & REGULATIONS

A. OBJECTIVES

SDG Creative Project competition provide a platform for the participants to share their ideas and creativity to others. Participant must propose, design and create a robotic system according to the theme of the competition that is to help solve the issue related to UN's Sustainable Development Goal.

B. THEME

The theme of this competition is based on the United Nation's Sustainable Development Goals (SDGs). The SDGs are the blueprint to achieve a better and more sustainable future for all. The SDGs address the global challenges we face, including those related to poverty, inequality, climate change, environmental degradation, peace and justice. There are 17 goals of SDGs:

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- *GOAL 1: No Poverty*
 - *GOAL 2: Zero Hunger*
 - *GOAL 3: Good Health and Well-being*
 - *GOAL 4: Quality Education*
 - *GOAL 5: Gender Equality*
 - *GOAL 6: Clean Water and Sanitation*
 - *GOAL 7: Affordable and Clean Energy*
 - *GOAL 8: Decent Work and Economic Growth*
 - *GOAL 9: Industry, Innovation and Infrastructure*
 - *GOAL 10: Reduced Inequality*
 - *GOAL 11: Sustainable Cities and Communities*
 - *GOAL 12: Responsible Consumption and Production*
 - *GOAL 13: Climate Action*
 - *GOAL 14: Life Below Water*
 - *GOAL 15: Life on Land*
 - *GOAL 16: Peace and Justice Strong Institutions*
 - *GOAL 17: Partnerships to achieve the Goal*

Everyone is needed to reach the ambitious targets of SDGs. The creativity, knowhow, technology and financial resources from all of society is necessary to achieve the SDGs in every context. Visit <https://www.un.org/sustainabledevelopment/sustainable-development-goals/> for more info on SDGs.

C. TEAM

1. Each team comprises of two (2) members and one (1) team advisor.
2. The team members for Primary School category must be Primary School students or aged 6 to 12 years old.
3. The team members for Secondary School category must be Secondary School students or aged 12 to 17 years old.
4. The team advisor must be the teacher or guardian of the team members.
5. All team members must be present at the exhibition booth during the project evaluation.

D. EXHIBITION OF PROJECT

1. The presented project must follow the given problem statement according to the theme which is the SDGs.
2. The aim of the project is to create a reliable and alternative solutions to the real-world problem (SDGs) that we are facing now.
3. All correspondence or presentation must be in English.
4. Team members must be punctual at all times and follow the instructions given by the competition organizer.
5. Team should finalize their booth set up before the exhibition and demonstration session.
6. Team may prepare slides, props, decorations or any other materials that will help their presentation and demonstration.
7. Every team is required to present and demonstrate their project prototype to the judges.
8. The following are **COMPULSARY** to be displayed at the team's booth:
 - a. Project Prototype
 - b. Short Video (maximum of 3 minutes) to promote the project.
 - c. A1 Poster
 - i. Include the name of the member, supervisor, and schools (if applicable).

ii. Poster guidelines:

1. Abstract
2. Problem Statements
3. Objectives
4. Project / Prototype Description
5. Analysis
6. Conclusion
7. Acknowledgement

E. EVALUATION OF PROJECT

1. Every project will be evaluated by the appointed expert judges.
2. The evaluation will be done according to the following criteria and weightage:
 - a. Creativity / Idea (20%)
 - b. Problem Solving (15%)
 - c. Prototype (30%)
 - d. Functionality (20%)
 - e. Presentation (25%)
3. Project achievement will be awarded with Gold, Silver or Bronze medal.

F. OTHERS

1. It is expected that the aim of all teams is to compete a fair. Teams that deliberately cheat or cause interference to others and cause damage to the facilities will be disqualified.
2. The organizer reserves the right to amend the Rules & Regulations without giving prior notification or any reasons thereof.

