

# KU-NTIC TECHNO FAIR



Important dates and updates about the Idea Contest

August 6 - 11:00 AM

Problems will be disclosed

August 9 - 09:00 AM onwards

Registration

- 10:00 AM onwards

Round 1 : Preliminary Screening

10 - 12 applicants will be selected for Round 2

August 10 - 09:00 AM - 12:30 AM

Round 2 : Final Contest

Result and Prize Distribution



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ARBITRARY  
EVENTS

## Idea Contest

### Important Dates:

- **August 6**  
**11:00 AM**
  - Problems will be disclosed
- **August 9**  
**09:00 AM Onwards:** Registration for Idea Pitching  
**10:00 AM Onwards:** Round 1: Preliminary Screening
  - 10~12 applicants will be selected for Round 2
- **August 10**  
**09:00 AM - 12:30 PM**
  - Round 2: Final Contest
  - Result and Prize Distribution

### Rules of Contest:

1. Eligibility:
  - The contest is open to individuals/teams, regardless of age or background.
  - Participants must register in advance to secure their spot in the contest.
2. Creative Solutions:
  - Each participant/team must present a unique and original solution to a given problem.
3. Presentation Format:
  - Participants must choose creative methods such as videos, songs, raps, dances, mimes, monodramas, comics, skits, gags, storytelling, musical performance or any other entertaining method.
  - The chosen creative method must be used consistently throughout both rounds of the contest.
  - **No PowerPoint or any presentation software is allowed during the contest to maintain the focus on creativity and performance.**
4. Props and Equipment:
  - Musical instruments, costumes, makeup tools, and other props are allowed to enhance the presentations.
  - However, participants are responsible for providing their own props and ensuring they do not violate any safety regulations.

5. Language:
  - Participants can present their solutions in English or Nepali language.
6. Respectful Content:
  - Presentations should be respectful and avoid offensive language, gestures, or content.
  - Any presentation deemed inappropriate or offensive by the judges will be disqualified.
7. Originality and Plagiarism:
  - Participants must ensure that their solutions and presentations are entirely their own work and do not infringe on any copyright or intellectual property rights of others.
8. Disqualification:
  - Participants found violating any of the rules or engaging in unethical behavior during the contest will be disqualified.
9. Prizes and Recognition:
  - The top three winners will be awarded prizes and certificates of recognition for their outstanding performance and creativity.
  - Participants reaching Round 2 will receive certificates of participation.
10. Event Organizers' Discretion:
  - The event organizers reserve the right to make changes to the rules, schedule, or any other aspect of the contest if necessary.

**Event Format:**

**Round 1 (9<sup>th</sup> August, 10:00 AM Onwards)**

Preliminary Screening:

- Each applicant/team will have maximum 3 minutes to present a short solution using a creative method.
- A panel of judges will evaluate and select 10~12 applicants/teams to proceed to the final competition based on their creativity, uniqueness, and potential.

**Round 2 (10<sup>th</sup> August, 09:00 AM Onwards)**

Final Competition:

- Selected participants will have maximum 10 minutes to present their complete solution using the creative method they used in the preliminary screening.
- Musical instruments, costumes, makeup tools, and other props are allowed to enhance the presentation.

**Evaluation Criteria:**

The following criteria will be used to screen and evaluate participants in both rounds:

**Creative Solution (50%):**

- Originality and uniqueness of the idea.
- Practicality and feasibility of implementation.
- Potential impact and benefits of the solution.

**Creative Presentation (20%):**

- Innovative use of the chosen creative method.
- Engaging performance quality.
- Integration of props and visuals to enhance the presentation.

**Clear Delivery of the Solution (15%):**

- Clarity in explaining the solution and its key components.
- Effective communication of the solution's value proposition.
- Audience understanding and engagement.

**Fun Factor (15%):**

- The entertainment value of the presentation.
- Ability to capture the audience's attention and leave a positive impression.