

INNOVATEX 4.0 – Presidency University

MakerSpace Cluster | Standard Rule Book Format

Event Overview

Field	Details
Event Name	PAPER TO PRODUCT
Cluster	MakerSpace
Event Type	Prototyping & Engineering Challenge
Mode	Offline
Team Size	Team of 2 Members
Duration	1 Day

Event Task / Objective

To bridge the gap between theoretical design and physical realization. Teams must conceptualize a solution on paper and then build a functional prototype using limited materials.

The event promotes:

- Design thinking
- Structural engineering
- Material resourcefulness
- Prototyping speed

Design / GAME FORMAT

Round 1: The Blueprint (Conceptualization)

How it Works: Teams are given a specific problem (e.g., "Build a load-bearing bridge" or "Design a gravity-fed water filter"). They must draw a detailed blueprint.

Time Limit: 15 Minutes.

Requirement: Must include a labeled diagram and material list.

Round 2: The Fabrication (Build Phase)

How it Works: Teams receive a kit of limited materials (Paper, sticks, tape, string, etc.). They must build the product exactly as designed in Round 1.

Time Limit: 45 Minutes.

Constraint: No additional materials or external tools allowed.

Round 3: The Stress Test (Performance)

How it Works: The prototypes are tested for functionality (e.g., how much weight it holds or how well it performs its task).

Outcome: Products that fail the test are eliminated from the top spots.

General Guidelines

1. Only materials provided by the organizers can be used.
2. The physical product must resemble the initial paper design.
3. Teams must report 15 minutes before the event.
4. Judges' decisions are final.
5. Use cutting tools (scissors/cutters) with extreme caution.
6. No use of high-heat tools unless specifically provided.

Event Phase / Structure

Phase	Description	Duration
Phase 1	Registration & Briefing	30 min
Phase 2	Round 1 (Designing)	15 min
Phase 3	Round 2 (Fabrication)	45 min
Phase 4	Round 3 (Testing & Results)	30 min

Judging Criteria

Criteria	Weightage
Structural Integrity / Functionality	40%
Design-to-Product Accuracy	25%
Innovation & Resourcefulness	20%
Rule Adherence & Discipline	15%

Scoring Overview

Parameter	Max Points
Blueprint Quality	20
Prototype Build	40
Performance Test	30
Discipline	10
Total	100

Penalties & Disqualifications

Violation	Penalty
Using unauthorized external materials	Immediate Disqualification

Not following the blueprint	-15 Points
Unsafe use of tools	-10 Points
Misconduct	Permanent Ban

Awards & Recognition

Category	Prize	Remarks
1st Prize	₹1,000	Winner

Event Team

Role	Name	Department / Club	Contact
Faculty Coordinator	Dr. Divyarani MS	ECE	—
Event Lead	Varshitha	SOIS	9866503158

General Instructions

- Follow all university rules.
 - Respect judges and volunteers.
 - Maintain discipline throughout the event.
 - Judges' decisions are final and binding.
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