



# TECHNOVANZA

Taking Technology To Society



VJTI Presents

TECHNOVANZA

2020-21

## SMART CITY

*“The city is a fact in nature, like a cave, a run of mackerel, or an antheap. But it is also a conscious work of art and it holds within its communal framework many simpler and more personal forms of art. Mind takes form in the city and in turn urbans form condition mind.”*

–Lewis Mumford

“Smart” describes to the city’s ability to create well-being for its citizens. A smart city is a city that uses technology to provide services and solve city problems. A smart city does things like improve transportation and accessibility, improve social services, promote sustainability, and give its citizens a voice. The main goals of a smart city are to improve policy efficiency, reduce waste and inconvenience, improve social and economic quality, and maximize social inclusion.

So if you think you have what it takes to make world just a bit better,, we at TECHNOVANZA 2020-21 invite you to come and play to win in making your ideas stem into the real world and plan your very own **SMART CITY**.



## **Rounds:**

### **Round:1 Quiz with comprehension**

- 1) Participants will get a question set on Google Form.
  - 2) Every participant has to complete the quiz in given time.
  - 3) The team with best answers within time limit will qualify for the next round. Points would be awarded based on the answers given with maximum 10 points.
- Participants must have access to Google meet for this round.
  - Time: 10 minute, Maximum Points - 10

### **Round:2 Play with Luck**

- 1) Each Team will get a chance to Spin a Wheel.
- 2) They will get a Topological condition according to the Luck.
- 3) Next, there will be well designed question set consisting "Problems faced in the Smart City". One teammates have to provide solution to problem in own words.
- 4) The teams with best solution to the problem would score the highest and will qualify for next round.

Spin Wheel Rounds:-

Round 1: Teams will get Condition Number.

Round 2: Teams will get a problem set based on the number obtained.

- Participants must have access to Google meet for this round.
- Time: 15 minute, Maximum Point – 10



### **Round:3 Make your Virtual Smart City**

- 1) Participants would be provided with some Virtual Funds to buy the structures.
  - 2) Once all the participants have their structures it is time to finally assemble those structures to build your Virtual Smart City.
  - 3) Points will be awarded to each team on the basis of their model with maximum 15 points.
  - 4) Teams with highest points would qualify for the next round.
- Participants must have access to Google meet for this round
  - Participants must install Sketchup application for this round. Free trial of same can be availed from [www.sketchup.com](http://www.sketchup.com)
  - Time: 20 minute, Maximum Points- 15

### **Final Round: Wildcard Entry!**

- 1) The Smart City made by all the participants would be taken for this round.
  - 2) Participants will be provided with some population that they need to accommodate in their model.
  - 3) In the middle of this round there will be the Wildcard entry of a topological condition considering which participants need to come up with the best suitable Smart City.
  - 4) Points will be awarded to each team on the basis of their model with maximum 15 points.
  - 5) The team with highest points along with best representation of all the technologies and structures will be announced as the winner.
- Participants must have access to Google meet for this round
  - Participants must install Sketchup application for this round. Free trial of same can be availed from [www.sketchup.com](http://www.sketchup.com)
  - Time: 15 minute, Maximum Points - 15



## Judging Criteria:

The final model will be judged on the basis of:

- 1) Accessibility
- 2) Appearance
- 3) Practicality
- 4) Living Standard
- 5) Inclusion of all income groups
- 6) Other factors generally considered in the planning of a city will also be considered.

### Note:

- 1) Layout of rounds can be changed by the organizers of the event at any point of time.
- 2) No rash behavior with the organizers will be tolerated.
- 3) While attending quizzes or submitting Pdfs and other materials for your work or attending interactive rounds, make sure you are well connected to internet as no complaints regarding low internet speed or poor connections will be entertained and time period given for the particular round will be followed strictly.
- 4) Organizers decision will be final.

## Certificate Policy:

- 1) Certificate of Participation will be awarded to all the teams and Certificate of Excellence will be given to the top three teams.
- 2) Disqualified teams will not be considered for any certification.

**A TEAM CAN CONSIST OF MAXIMUM 4 PARTICIPANTS.**

## Prize Pool:

**The cash prize of INR 16000 to be won.**

## Contact Details:

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