TECHNOVANZA
Taking Technology to Society
SMART LIFE SMART CITY

SMART CITY

The word Smart City gets thrown around a lot, especially lately. But what does it really mean? It is the city of your dreams with the execution in reality, it is a near utopia where technologies can solve our problems. A Smart City has solution to our everyday inconveniences and interruptions, whether it be the early warnings for calamities or the simple alarm that goes off on the probability of security breach. It has residential, industrial, economical, transportation, energy resources and environmental sectors. Though technology is an answer to most of our problems, an ideal Smart City has the contribution of its people to make it a better place.

So, if you think you have what it takes to make this world just a bit better, we at TECHNOVANZA ’19 invite you to come and play to win in Making your ideas stem into the real world and plan your very own SMART CITY.

COLLEGE ROUNDS

Round 1: Guess it to Win it

- Two teams will be playing against each other. This round will be conducted in the form of debate/quiz/rapid fire.
- Teams have to provide suitable answers to problem statement placed before them.
- Three questions will be asked in total. The team with bets answers along with perfect timing will be qualified for the next round.
Round 2: Roll the Dice

- Three teams will be playing this round at a time. A matrix of 6X6 will be given.
- The structures will be randomly placed in an improper arrangement. Each structure will be marked by a specific number.
- The participants need to identify, analyse and specify the structure that gets allotted to them as per the numbers occurring on the dice.
- Also, the team have to specify why the structures are not in proper positions and also have to suggest the proper placement of the same.
- Teams with highest score will qualify for next round.
Round 3: Develop Your Own Smart City

- The teams will be explained a few structures and technologies that they will be using for their plan.
- Three teams will be competing at time. The teams will be given same amount of area with different topographical conditions.
- The teams will initially be provided with certain amount of virtual funds using which they have to buy the structures they need through auction.
- The teams have to build their smarty city by effectively using the topographical situations allotted to them.
- Team with highest points will be qualified for the final round.

Final Round:

- The qualified teams first need to place the structures in a manner they had placed in round 3. Then they will be given a certain minimum population they have to accumulate and also further topographical conditions and weather conditions which they have to satisfy in their city model.
- Further structures and technologies for development of city can be bought by auction.
- The team with highest points along with best representation of all technologies and structures will be announced as winners.
Rules and Regulations:

- A team should consist of minimum 2 and maximum 4 members.
- The team need to report on time at the venue.
- No damage should be brought to the models. In such case the team will be disqualified and will not be permitted to play further rounds.
- Rude behaviour with the authorities and continuous arguments will not be tolerated.
- Any structure once placed cannot be moved again for some of the rounds. In such case the points will be deducted accordingly.

Judging Criteria:

The final models will be judged on the basis of

- Accessibility
- Appearance
- Practicality
- Living standard
- Inclusion of all income groups
- Other factors generally considered in the planning of a city will also be considered.

NOTE:

The game plane may not necessarily be the same. Changes can be made. The sole decision of making changes lies with the authorities and if changes, on objections from participants will be entertained.

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