



Robo-Exhibition

An Inter-School Project Exhibition

Section 01: Competition Overview

Section 1.1: Competition Format

The Competition is run in **Two Components**:

Component	Purpose
Display & Safety Inspection	Projects are Set Up, checked for Compliance, and made ready for Public Viewing.
Judging Round	Judges visit each team for a Timed Presentation and Q/A, then score against the Judging Criteria.

Section 1.2: Definitions

- **Project:** The Physical Model/Prototype built by a Team, along with its Display Board.
- **Presentation:** A team's 5-Minute Verbal walkthrough of their Project, followed by Q/A.

Section 02: Themes (Teams choose ONE)

All Themes must tie back to RMG (Ready-Made Garments) Automation, or Robotics-driven Intelligent Systems within the garment/textile industry. Suggested Themes for this edition:

- Robotics for Fabric Cutting & Sewing Automation
- Assistive Robotics for Worker Safety & Ergonomics
- Smart Warehousing & Inventory Robotics in RMG Supply Chains





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- Factory & Industrial Automation (Smart Garment Manufacturing)
- Quality Control & Defect Detection through Robotics/AI
- Eco-Robotics: Textile Waste Management & Sustainable Production
- Future of Logistics (Autonomous Transport for RMG Supply Chains)
- Health-tech for Garment Worker Well-being
- Open Innovation or Innovative Solutions for the RMG Sector

Theme selection must be submitted at Registration and **CANNOT BE CHANGED** after the Registration Deadline.

Section 03: Project Requirements

Section 3.1: General Rules (All Categories)

- Projects must be Designed and Built by the Student Team Members themselves. Mentors/Coaches may Guide and Teach but may not build the Competition Project
- If a Project is found to be substantially similar to another Team's Project (including teams from the same school), the team is subject to Investigation (Design Interview) and **Possible Penalty or Disqualification**.
- The Project must be fully Constructed and Ready for display upon arrival at the Competition.
- One Project Per Team, used for the entire competition.
- Labelling Requirements:
 1. Team ID clearly visible on the Display Board (Team Name optional).
 2. Theme and Project Title clearly labelled on the Display Board.
- Teams must bring any Digital Files (slides, abstract copies) on their own device if needed for Reference.





Section 3.2: Electronics & Moving Parts (Optional Bonus Category)

- Basic Electronics (Arduino/Microcontrollers, Motors, Sensors, LEDs, Small Battery Packs) are Allowed and Encouraged but Not Mandatory.
- Maximum Voltage: 12V DC. No Mains/AC-Powered Components permitted under any Circumstance.
- No Open Flames, Combustion Engines, Lasers above Class 2, or Pressurized Gas Systems.
- All Wiring must be neatly Secured/Insulated — exposed Live Wires will result in **Point Deduction** or **Disqualification** from Safety Inspection.

Section 3.3: Prohibited Items

- Sharp Uncovered Edges, Glass, Live Animals, Hazardous Chemicals, Aerosol Sprays, Open Flames, Drones/Flying Components, anything requiring more than 12V or Mains Power.

Section 3.4: Safety Inspection

- All Projects undergo a mandatory Safety Check-In 1 Hour before Judging.
- Non - Compliant Projects must be modified on the Spot or will be **Barred from Competing**.

Section 04: Presentation Requirements

1. Each Team must prepare the Physical Model/Prototype.
2. Each Team must prepare a Project Board or Tri-Fold Display (**Max 90cm × 120cm**) summarizing: Problem Statement, Objective, Design Process, How It Works, Real-World Application, Future Scope
3. Verbal Presentation: 5 Minutes Per Team, followed by a 3-Minute Q&A with Judges
4. All Team Members must participate in the Presentation in some capacity (Speaking roles may be divided).
5. Presentations may be in English or Bengali; clarity is Scored either way.





Section 05: Judging Rubrics (Total: 100 points)

Criterion	Points
Innovation & Originality	20
Technical Understanding	20
Craftsmanship & Build Quality	15
Functionality / Working Mechanism	15
Relevance to Theme	10
Presentation & Communication	10
Practicality & Real-World Impact	5
Teamwork	5

1. **Innovation & Originality** - Uniqueness of Idea, Creative Problem-Solving, not a direct copy of an Existing Common Project.
2. **Technical Understanding** - Team's grasp of the Robotics/Engineering Concept behind their Model, Ability to answer Q&A confidently.
3. **Craftsmanship & Build Quality** - Sturdiness, Finishing, Attention to Detail, proper use of Cardboard/Materials.
4. **Functionality / Working Mechanism** - Bonus-weighted: Moving Parts, Circuits, Sensors that work; Static Models can still Score well elsewhere but cap lower here.
5. **Relevance To Theme** - How well the Project addresses the chosen Theme & Real-World Robotics Application.
6. **Presentation & Communication** - Clarity, Confidence, Team Coordination, Display Board quality.
7. **Practicality & Real-World Impact** - Feasibility if Scaled Up, potential Usefulness.
8. **Teamwork** - Evident Collaboration; balanced Participation among Members.





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Tie-Breaker: Highest Score in "Innovation & Originality," then "Technical Understanding."

Section 06: Awards

✓ First, Second & Third Positions will be selected based on the Judge's Score.

✓ The Position Holders will receive Certificates and Medals.

Section 07: FAQ (Frequently Asked Questions)

Q: Does our Project need to have working Electronics to be Competitive?

A: No. Functionality is only 15 of 100 Points. A Well-Researched, Well-Crafted Static Model with strong Presentation can still Score very highly.

Q: Can we use Materials other than Cardboard for the Whole Project?

A: No. At least 60% of the Visible Structure must be Cardboard-Based; other Materials are supplementary.

Q: Can our Mentor help us Solder or Wire the Electronics?

A: Mentors may Guide and Teach, but may not Build or Assemble the Project themselves. Excessive involvement may trigger a **Design Interview**.

Q: What happens if our Display Board exceeds the Size Limit?

A: It must be Resized during the Safety/Compliance Check before Judging, or the Team may be **Barred from Competing**.

Q: Can we change our Theme after Registering?

A: No. Theme Selection is locked at the Registration Deadline.

Section 08: Contact Us

For any Queries Regarding the Competition, Please Contact:

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