IEEE RAS CUSAT SBC • IN COLLABORATION WITH TINKERHUB

THEME: AGRICULTURE · FOOD · ENVIRONMENT



BOT JUNGLE 2.0 • OFFICIAL RULEBOOK

BUILDATHON

USELESS BOTS

OVERNIGHT HARDWARE HACKATHON



ORGANISED BY	VENUE	TEAM SIZE & PRIZE POOL
IEEE RAS CUSAT SBC & TinkerHub	TINKER SPACE, Kochi	2–3 Members • ₹10,000 Pool

ABOUT THE EVENT

Buildathon: Useless Bots is an overnight, beginner-friendly hardware-building hackathon that challenges participants to think beyond conventional problem-solving.

Unlike traditional hackathons, the objective is not to develop something practical or commercially useful. Instead, participants are encouraged to embrace absurdity, creativity and experimentation by building hilariously unnecessary robotic inventions. Participants will form teams (**Team Size: 2–3**), select a track, brainstorm unusual concepts, build hardware prototypes and demonstrate their creations.

The goal is simple: Build something that nobody needs, but everybody wants to see!

TRACKS

Participants must choose one of the following tracks for their project. The examples listed below are only illustrative ideas; participants are encouraged to come up with original and more creative concepts.

TRACK	FOCUS AREA	ILLUSTRATIVE EXAMPLE IDEAS
Track 1: Agriculture	Create ridiculous robotic inventions inspired by farming, plants and agricultural activities.	• A robot that waters plants only when someone compliments them. • A machine that measures how happy a plant is. • A robot that harvests imaginary crops.
Track 2: Food	Build unnecessary machines related to food preparation, serving, eating or handling.	• A robot that feeds someone one grain of rice at a time. • An automatic food-spinning machine. • A device that judges your food before you eat it.
Track 3: Environment	Create amusing inventions inspired by nature, waste management, weather and environmental activities.	• A robot that collects only one specific type of leaf. • A machine that detects and announces the presence of dust. • A device that creates artificial wind for plants.

TEAM FORMATION

1. Participants must compete in teams.
2. Each team must have a minimum of **2** and a maximum of **3** members.
3. Team members must register before the registration deadline.
4. Each team must nominate one member as the team leader.
5. Teams cannot exchange members after the competition begins without organiser approval.

COMPETITION GUIDELINES

1. Every team must develop a hardware-based prototype.
2. Projects must be based on one of the three announced tracks.
3. The project must reflect the theme of Useless Bots.
4. Participants are encouraged to use microcontrollers, sensors, actuators, motors and other electronic components.
5. The prototype must demonstrate at least one working hardware function.
6. Pre-built complete projects are not permitted.

7. Participants may use existing libraries and open-source code, but must understand and explain their implementation.
8. Teams must build their projects within the allotted competition duration.
9. External assistance, including building or debugging by non-team members, is not permitted.
10. Teams must maintain their workspaces and use components responsibly.

HARDWARE AND COMPONENTS

1. Participants may bring their own development boards, sensors, motors, drivers, batteries and other electronic components.
2. Participants should bring their own laptops, USB cables and essential tools.
3. Any additional components required for a project must be arranged by the team unless otherwise announced.
4. Teams must inform organisers before using high-power electrical components or potentially hazardous equipment.
5. All electrical connections must be properly insulated and secured.

COMPETITION DURATION AND RULES

1. The event will be conducted in an overnight buildathon format.
2. The official building period begins only after the organisers announce the start.
3. Teams must complete their prototypes within the announced deadline.
4. Teams must be present for the final evaluation and demonstration.
5. Late submissions may be penalised or disqualified at the discretion of the organisers.
6. Teams must not damage the venue, equipment or property.
7. Organisers reserve the right to inspect any project during the competition.

FINAL SUBMISSION REQUIREMENTS

Each team must submit:

- A working hardware prototype.
- A brief project description explaining the concept.
- A demonstration of the robot's functionality.
- A basic explanation of the hardware architecture and working principle.
- A short presentation explaining the idea, implementation and creative aspects.

JUDGING CRITERIA

Projects will be evaluated based on the following criteria:

CRITERIA	WEIGHTAGE
Creativity and Originality	30%
Uselessness Factor / Absurdity	25%
Hardware Implementation	20%
Functionality and Demonstration	15%
Presentation and Explanation	10%
Total	100%

IMPORTANT JUDGING NOTE: A project does not need to be practically useful to score well. Creativity, originality and the ability to turn a ridiculous idea into a working prototype are the primary objectives.

SAFETY GUIDELINES

1. Participants must follow all electrical and equipment safety instructions.
2. Open flames, explosives, dangerous chemicals and hazardous materials are strictly prohibited.
3. High-voltage circuits and exposed mains connections are not permitted.
4. Batteries must be handled and charged safely.
5. Rotating mechanisms, sharp components and moving parts must have appropriate safety precautions.
6. Food-related prototypes must follow basic hygiene practices.
7. Any project considered unsafe by the organisers may be stopped or disqualified.
8. Participants must immediately report accidents, component failures or safety concerns.

DISQUALIFICATION

A team may be disqualified for:

- Plagiarism or presenting another team's project as its own.
- Using a pre-built complete project.
- Receiving unauthorised external assistance.
- Deliberately damaging equipment or venue property.
- Violating safety instructions.
- Engaging in misconduct or disrupting other teams.
- Failing to comply with organiser instructions.

INTELLECTUAL PROPERTY

1. Participants retain ownership of their original project ideas and designs.
2. Teams must acknowledge any third-party hardware designs, software libraries or resources used.
3. Organisers may photograph, record and showcase projects for event documentation and promotional purposes.

ORGANISER'S RIGHTS & PRIZE MONEY DISTRIBUTION CLAUSE

1. The organisers reserve the right to modify the event schedule, rules or evaluation procedure if necessary.
2. Decisions made by the judging panel and organisers regarding competition results will be final.
3. Any situation not covered in this rulebook will be resolved by the organising committee.
4. **Prize Money Distribution Clause:** All prize money awarded to winning teams under the BOT JUNGLE 2.0 prize pool will be processed and disbursed within **3 weeks (21 working days)** from the official conclusion of the event, subject to the timely submission and verification of accurate bank account and identification details by the winning team leaders.

FINAL NOTE

Don't focus on building something useful. Don't worry about changing the world. Just build something ridiculous, make it work, and have fun!

WELCOME TO BUILDATHON: USELESS BOTS!

CONTACT DETAILS

For any queries regarding registration, competition guidelines, hardware requirements, or event logistics, please feel free to reach out to the event coordinators:

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