

UNITEN GREEN MILLENNIAL EXHIBITION

INNOVATING WAYS TO A GREENER LIFE

22nd-24th March 2019

Official Rules & Regulations

OVERVIEW

For today's students, acquiring the skills and knowledge to operate in a global economy is vital. Classroom learning is no longer a sufficient preparation for most professions. To be attractive to fast-paced global organizations, young people need real-world experience, leadership skills and a global mind set by the time they graduate. Hence, we are students from Preparatory Programme for Excellent Students (PPES) under the College of Foundation and General Studies will be organizing an event called UNITEN Green Millennial Exhibition in Universiti Tenaga Nasional.

OBJECTIVE

- Enhance student's soft skills development for our experience in conducting an event
- Create a sense of awareness to the students and community about green technology
- Generate multiple dimension of ideas of new invention
- Challenge students to develop solutions to current environmental issues
- Create a competitive platform for students to find innovative ways in greening the environment

THEME

- Innovating ways to a greener life

CATEGORIES

- i) Reduce, Reuse, Recycle (3R, Waste management)
- ii) Renewable energy
- iii) Environment (Saving water/ carbon footprint/ reduce electricity usage)
- iv) Engineering

VENUE AND TENTATIVE SCHEDULE

Competition Venue : Dewan Seri Sarjana
Competition Date : 15/3/2018 – 16/3/2018

Date	Description	Time	Venue
22/3/2019	Briefing Session	1000H – 1200H	Dewan Seri Sarjana
22/3/2019	Booth Set Up	1500H – 1800H	Dewan Seri Sarjana
23/3/2019	Exhibition and Judgement Session	0800H – 1300H	Dewan Seri Sarjana
23/3/2019	Exhibition	1400H – 1700H	Dewan Seri Sarjana
23/3/2019	Closing/Prize Giving Ceremony	2000H – 2230H	Dewan Seri Sarjana

*The schedule above is subject to change. Final schedule will be released upon your arrival in Uniten

ELIGIBILITY

You are eligible to enter if you meet the following requirements at time of entry:

- **You are** at least 13-17 years old as of 1 Jan 2019 and are actively enrolled as a student at an accredited educational institution that grants high-school at any time between 1 January 2015 and 31 December 2019
- Team members must be from the same school

TEAMS AND SUPERVISORS

Up to two (2) eligible students may submit a single entry as a team. It is recommended that each team (or individual if competing alone) enlist the services of a supervisor. Supervisors may be from your academic institutions.

You may have assistance with your project from additional students beyond the two who are your official team. Such assistance is typically in the area of specific disciplines such as graphic design or business plan development. Any such additional students are not considered members of your team for purposes of these rules and they will not be eligible for any prizes, they will not be included in the award ceremony, nor will they be recognized in official communications such as press releases. Only the two team members you officially register with us are eligible for prizes, award ceremony inclusion, and official communications.

- Each team is allowed only one supervisor.
- Each competitor may belong to only one team within the competition
- To compete, each team should go to <https://goo.gl/forms/I7FMRhnUQJzySRhI2> and register for the competition.
- Each Team is solely responsible for its own cooperation and teamwork. In no event will Sponsor officiate in any dispute regarding the conduct or cooperation of any Team or its members.
- The intent and spirit of the Competition is to test the skills and creativity of the student entrants. Anyone acting as a team Supervisor, or in any supervisorship role, where allowed (, must limit the level of support provided to student entrants to general guidance and must not contribute in any way that may be considered original authorship, or in a way that may enable claims of rights or ownership to the submitted entries. In no event will work-on-behalf of teams or individuals be allowed.

COMPETITION RULES AND REGULATIONS

- 1) The competition is open to students from secondary schools.
- 2) Each team must elect a team captain/team representative who will act as a contact point with organizers.
- 3) Team names that contain vulgar, explicit, offensive or inappropriate content will lead to the immediate dismissal of the entire team from the UGME event.
- 4) If a team is dismissed from the event, the members of the team will not be admitted to re-enter the competition on different teams. The decisions made by the organizers will be final.
- 5) Scores rendered by the judges will not be disclosed to the competition organizers.
- 6) Contest Rules and Conduct may change at any time from time to time at the sole discretion of the competition's organizers. The participants must agree that the organizers, with their sole discretion, will determine a change of rule if it's appropriate and will not incur any liability for said determination.
- 7) Limitation of participants – the following people may not enter the competition: - (a) organizers of the competition (b) with respect of a given competition technology, any inventors of that specific technology.
- 8) Judges' decisions are final and are not subject to review

FEE AND PAYMENT METHOD

- Registration Fee
- RM300 per team (max 2 students and 1 supervisor for each team)

*Payment should be made online.

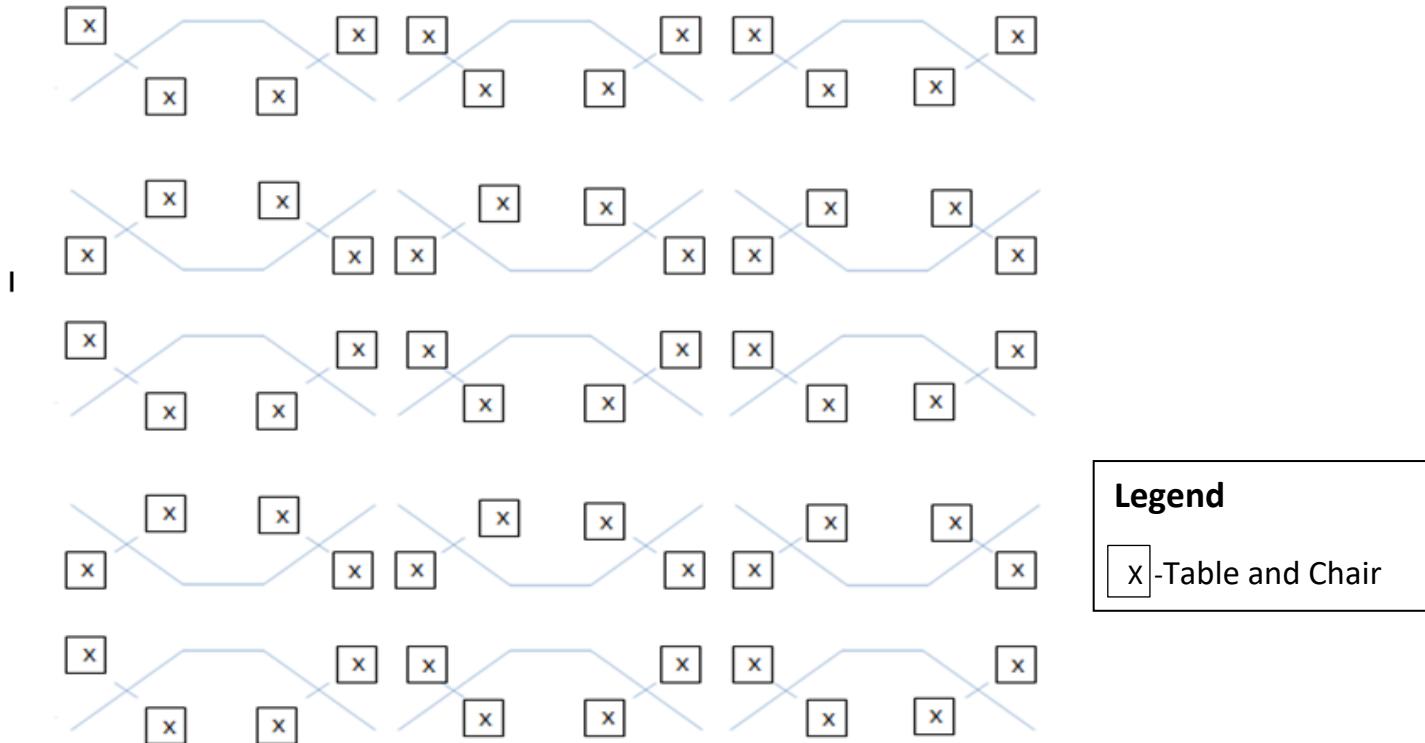
WHAT DO PARTICIPANTS NEED TO BRING?

- Prototype (project)
- Poster (size A0)
- Any promoting tool

BOOTH PANEL

- Each team will be provided with two panels with the dimensions of each panel is 70cm x 180cm and the two panels are connected to each other

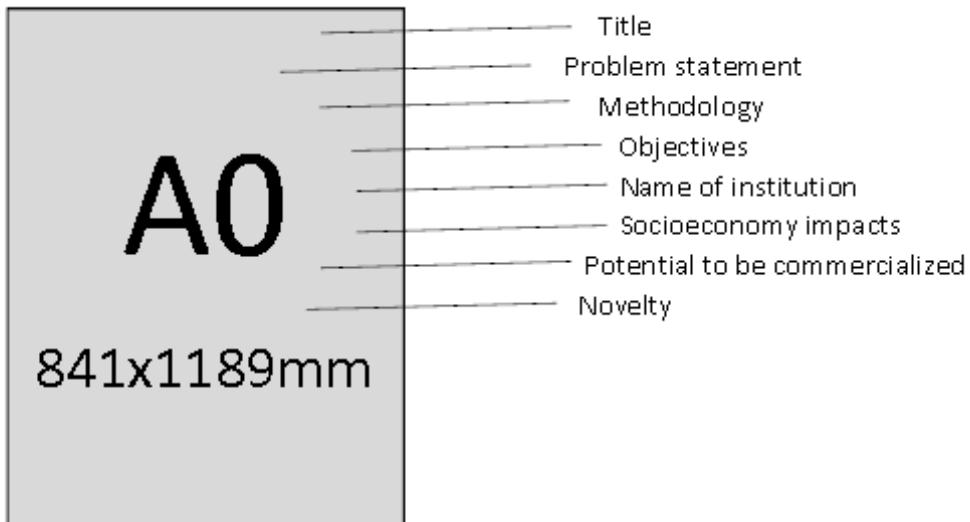
FLOOR PLAN



- Each team is provided with two panel, one table and one chair.

POSTER INFORMATION

- Size must be A0
- Contents:-



BROCHURE INFORMATION

- Brochures
- Title
- Objectives
- Novelty
- Usefulness
- Methodology
- Problem statement
- Commercialization potential
- Results
- *a briefer form of the poster

PRIZES DISTRIBUTION PERCENTAGES

- 35 % Bronze
- 25 % Silver
- 15 % Gold
- 2 % Platinum

