

ENTREPRENEURSHIP CHALLENGE



A. Eligibility:

- The challenge is open to students and startups.
- Students must be enrolled in an accredited educational institution.
- Startups should be at an early-stage or in the ideation phase.

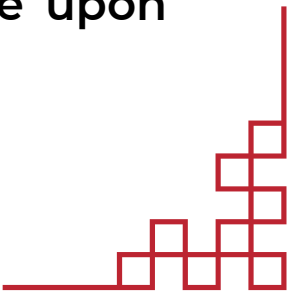
B. Team Formation:

- Participants can compete individually or form teams.
- Teams should consist of a minimum of one members and a maximum of three members.

C. Theme and Scope:

- The challenge focuses on innovative ideas and projects with a strong emphasis on future-oriented solutions.
- Projects should address significant challenges or opportunities related to any industry/field.
- Solutions may be technological, social, or business-oriented.

D. Submissions:

- All participants must register online through the designated platform before the specified deadline.
 - Submissions should include a detailed project description, highlighting the problem statement, solution approach, potential impact, and future scalability.
 - Participants may be required to provide additional materials, such as prototypes, and photos support their submission.
 - Submissions should be original and not infringe upon any third-party intellectual property rights.
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E. Intellectual Property:

- Participants retain full ownership of their intellectual property.
- By participating in the challenge, participants grant the organizers the right to use their project information and materials for promotional and educational purposes.

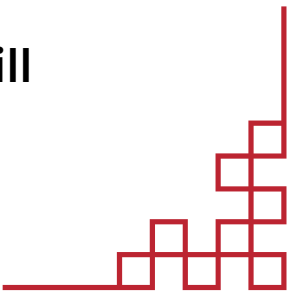
F. Evaluation Criteria:

- Projects will be evaluated based on the following criteria: innovation, feasibility, market potential, scalability, social impact, and future readiness.
- Judges will assess the projects according to predefined scoring metrics.
- The evaluation process may involve multiple rounds, including initial screening, semifinals, and finals.

G. Presentation:

- Finalists will be invited to present their projects to a panel of judges.
- Presentations should adhere to a specified time limit, typically 3-5 minutes, followed by a Q&A session.
- Participants should effectively communicate the problem, solution, and future implications of their projects.

H. Code of Conduct:

- Participants must adhere to high ethical standards and conduct themselves professionally throughout the challenge.
 - Plagiarism, cheating, or any form of dishonesty will result in immediate disqualification.
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I. Disqualification:

- Participants may be disqualified for non-compliance with the rules, unethical behavior, or violation of any applicable laws.

J. Amendments and Interpretations:

- The organizers reserve the right to amend or modify the rules at any time.
- Any disputes or concerns regarding the interpretation of the rules will be resolved by the organizers.

K. Liability:

- Participants understand and acknowledge that they are responsible for any risks associated with their participation in the challenge.
- The organizers will not be liable for any loss, damage, or injury incurred during the challenge.

L. Agreement to Rules:

- By participating in the challenge, participants agree to abide by all the rules and guidelines
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