



## Istanbul Technical University Robot Olympics 2022

### Entrepreneurship Category Rules

- 1) In this category, competitors exhibit the projects that they have done by themselves to the jury of the "Entrepreneurship Category" and to the participants for 3days.
- 2) The winner of this category will be determined by the jury, which is chosen by ITURO team, in consequence of the scoring which is done according to the following criteria.
  - Design
  - Digital Design
  - Innovativeness
  - Usage of Technical Knowledge of Exhibition Performance
- 3) There will be one board for each project to attach poster in the area where the projects are exhibited. The width of the boards is 80 cm and the height of the boards is 170 cm.
- 4) Competitors have to upload presentation form to register.
- 5) The project file must contain a project report in accordance with the report format. The report format is given below.
- 6) Adding a video or a picture (in a functioning way) to the presentation form will be in competitor's favor.
- 7) Contestants are required to participate in the competition as well as the project files with their workable projects which are completed and can fulfill all the features specified in the project file. Only the project paper or the project which does not fulfill the required specifications will be excluded from the evaluation in the innovation category.
- 8) There are 18 age restrictions in this category. Only persons over the age of 18 may participate in the Entrepreneurship Category.

Istanbul Technical University Robotic Olympics 2022  
Entrepreneurship Category

Entrepreneurship Category Report Paper

**Name of the Project**

**Name of the Team**

**Participants**

(Name-Surname)

(Name-Surname)

(Name-Surname)

Mentor (Optional)

.....

MARCH 2022

# CONTENTS

	Page
.....	
1. Abstarct.....	2
2. Team, Project, Construction stages of the project.....	2
2.1. Fundamentals of project’s idea and Construction stages of the project generally....	2
2.2. Electronical, mechanical and software-based explanation of the projects, simulations and modellings.....	3
3. Results & Discussions.....	3
3.1. Goal of the project, benefits of the projects, adapting the project to daily life.....	4
3.2. Economic aspect of the project and market efficiency.....	5
References.....	6

## **1. Abstract**

## **2. Team, Project, Construction stages of the project**

### **2.1. Fundamentals of project's idea and Construction stages of the project generally**

### **2.2. Electronical, mechanical and software based explanation of the projects, simulations and modellings**

## **3. Results & Discussions**

### **3.1. Goal of the project, benefits of the projects, adapting the project to daily life**

### **3.2. Economic aspect of the project and market efficiency**

## **References**

References examples:

### **1. For Book:**

*Banville, J. (1999). "Kepler", Kabalıcı Yayınevi, İstanbul.*

### **2. For Article:**

*Bir, A. (1987). "Al-Cazari a Medieval Engineer at the Artukid Capital Diyarbakır", Turkish Review Quarterly Digest, Summer, Page 33-48.*

### **3. For Web Page:**

*<http://www.theorem.net/control.html>*

References will be given as [1] in the text. List all references in alphabetical order.

\*\*\* Videos to be added to the system should be uploaded to the system in the .zip file with the report