



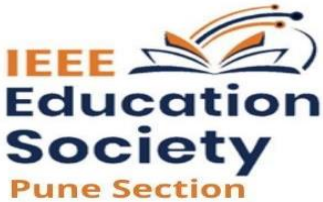
Inspire...Empower...Encourage...Engage...




IEEE Education Society, Pune Section's

Eu-Reka-2023

Inspire...Empower...Encourage...Engage...!

A Technology Dissemination movement for Students...!

Mentored By	IEEE Unit Sponsored	Organized By
		

Sponsored and Supported By		
		

Eu-Reka-2023

Index

Sr. No.	Particular	Page No.
1.	Why Eu-Reka?	
2.	Aim	
3.	Objectives	
4.	Eu-Reka 2023: Timeline	
5.	Eu-Reka Rules and Regulations:	
	A. Eligibility	
	B. Disqualification Norms	
	C. Prerequisite	
	D. Before School Visit and Interaction	
	E. During School Visit and Interaction	
	F. After School Visit and Interaction	
6.	Assessment Process:	
	1. Elimination Round (Super 30)	
	2. Jury Round (Top-10)	
	3. Final Presentation (Trilogy)	
7.	Valedictory and Award Ceremony	

1. Why Eu-Reka? Eu-Reka is a ‘Technology dissemination Contest for the students (TDCS). It is an initiative to ensure inclusive and equitable quality education and to promote lifelong learning opportunities for all levels of society. Eureka is a flagship event of IEEE Education Society, Pune Section, where college students are empowered, and encouraged as 'Ambassadors of Education' with the prime objective "to raise the educational Reka of the nation". Here, 'Reka' in many Indian languages means a 'Line'. Hence, the word 'Eu-Reka' symbolizes the ‘*National Literacy Level*’. The Eu-Reka is an initiative to elevate the Educational Reka (line) of all levels of society and is an event for the graduating students. Eu-Reka empowers and encourages College students to promote education as ‘*Ambassador of Education*’ and work on:

- [1] To develop interest and curiosity among various society-level students to promote equitable quality education for all. This initiative shall support lowering the student drop-out rate in high school education.
- [2] To encourage girl students to pursue higher education in STEAM.
- [3] To Increase the confidence, self-esteem, and aspirational level of the students to enable them to make the decisions.
- [4] To empower and encourage students to make appropriate decisions while pursuing higher education.

The Eu-Reka plans to meet the following educational needs for the nation:

- [1] **Inclusivity:** In India, the rate of rural literacy is approximately 69 percent. Which is very low in comparison to the world’s average literacy rate i.e. 86 percent. For inclusiveness, the disparity between urban and rural literacy levels needs to be narrowed. Eu-Reka plans to encourage and empower rural children to pursue higher education by developing interest and curiosity in education.
- [2] **Equity:** In India, the girl drop rate is over 30% at high schools by the time they get to class IX and the number rises to 57% in class XI. A major reason is the Indian girls’ low confidence and self-esteem level arising out of social norms. EU-REKA 23 proposes to address the issue by boosting the girl students’ low aspiration levels.

As the Solution: As part of EU-REKA 23, teams of college students will go to Urban / rural high schools and conduct interactive programs related to a STEAM topic that can raise interest and curiosity among the school student community.

Hence, The Eu-Reka promotes United Nations- 17 Sustainable Development Goals (UN-17-SDG) as

- [1] UN-17 SDG Goal 4: Quality Education
- [2] UN-17 SDG Goal 5: Gender Equality
- [3] UN-17 SDG Goal 10: Reduced inequalities

2. Aim:

Eu-Reka is an Initiative to raise the level of literacy of STEAM through empowering and encouraging the ‘Young Generation’ as an ‘Ambassador of Education’.

3. Objectives:

- a. To promote the Young learners as ‘Brand Ambassador of Education’.
- b. To expose advanced and State-of-Art STEAM education to high school students as a career option.
- c. To encourage girl high school students to pursue higher education.
- d. To provide an opportunity to the college students/youngster to interact with school students at all levels of society through proper channels.
- e. To make youngsters aware of the needs and expectations of the schools' students towards the class of education.
- f. To work towards educational inclusiveness by reducing the disparity between urban and rural level literacy rates.

4. Eu-Reka 2023: Timeline:

Sr. No.	Activity	Start Date	End Date
1.	Registration (Early Bird)	15 th August 2023	30 th September 2023
2.	Registration	10 th August 2023	10 th September 2023
3.	School Visit, Interaction, and Survey	The day team seeks confirmation	
4.	Completion of school visit, and Upload/Submission of Reports and Videos	10 th September 2023	7 th November 2023
5.	Assessment Round-01 (Super 30)	08 th November 2023	17 th November 2023
6.	Assessment Round-2 (Top-10)	18 th November 2023	30 th November 2023
7.	Assessment Round-3 (Trilogy)	On the day of Valedictory	
8.	Valedictory	First or Second week of December 2023.	

5. Early Bird offers:

- a. The Eu-Reka Team shall announce early team offer shortly. To get and avail the same please visit the website (<https://www.eu-reka.org/>) time-to-time.
- b. The early bird team shall get ₹ 1000/- for their activities. The utilization of funds shall be reported as per the

- 6. Eu-Reka Rules and Regulations:** The major objective of the Eu-Reka- 2023 initiative is to motivate the school children to take up higher studies in STEAM by giving them a flavor of its benefits in their day-to-day life. It is also to boost the confidence, self-esteem, and aspirational level of the students to continue studies beyond the high school level. Hence, the Eu-Reka Organizers expect ethical and fair competition based on the following rules and regulations which shall be obligatory for all the participating teams:

A. Eligibility:

1. Check and Confirm Eligibility as follows:

- i. As this is a team activity, there shall be a minimum of two [02] and a Maximum of four [04] participants in a team.
- ii. In a team, there shall be a minimum of one IEEE Student Member.
- iii. There shall be at least one girl (female) student in a team.
- iv. One student shall participate in one team only.
- v. A team member must be a student pursuing Bachelor's degree course in Engineering/Technology/BCA/BBA-CA/Science and must be registered as a full-time student in a recognized University/College/Institute.

B. Prerequisite:

1. Detailed Plan of action (please download the template [here](#)) to visit four schools
2. Select and be ready with four [04] schools (two [02] Urban and [02] Rural) where the students from 08th to 10 standards are available for Technology dissemination.
3. Start preparing your educational material for school interaction on one of the following domains/subjects:
 - i. Technologies for Agriculture, Wastewater Treatment, and Food Processing.
 - ii. Technologies for Environmental Sustainability, Climate Change, and Natural Disasters.
 - iii. Technologies for Advanced Education in STEAM.
 - iv. Technologies for Rural Development & Women's Welfare.
 - v. Technologies for Medical Emergencies, Healthcare, and Welfare.
4. The Team shall have a mentor (Optional) while preparing the educational material only. The mentor shall be from a respective Team Institute representative, an Industry epitome, or a representative of the local IEEE Section. A mentor must be an IEEE professional Member.
5. As Mentor's role is to provide guidance and counseling only, the presence of a mentor during school visits and interactions is strictly prohibited.
6. **Disqualification Norms:** Teams tend to be disqualified with immediate effect, if:
 - i. The eliminated teams shall be disqualified at the moment of elimination point.
 - ii. There is no IEEE Student Member in a Team or not an active member.

- iii. There is no Girl (Female) student in a Team.
- iv. The team consists of only one student or more than four students.
- v. A mentor is not IEEE professional member.
- vi. The Team fails to visit and Interact with four Schools including two urban and two rural.
- vii. A mentor participates in school visits or interactions.
- viii. A team member found:
 - 1. completed with graduation;
 - 2. Registered as a part-time student for any aforementioned bachelor's degree.
- ix. If the high-school feedback is found incomplete or ambiguous/suspicious.

C. Before School Visit and Interaction:

- 1. Register for the Eu-Reka-2023 and seek confirmation from the Eu-Reka-2023 Committee.
- 2. The team shall prepare and be ready with the visit and interaction plan, required material, and resources well in advance.
- 3. Remember, as this is a team activity, hence cohesiveness among participants and the school plays an important role.
- 4. Contact and get all doubts clear from the Eu-Reka-2023 [Help Desk](#).
- 5. Once a team gets registration approval from Eu-Reka 2023 committee, the team can immediately start the visits and interaction with schools.
- 6. The Registered team shall be responsible for the selection of schools in its ecology.
- 7. The team shall ensure that all facilities required to complete the visit including ICT infrastructure, equipment, and other resources are available while conducting the visit.
- 8. The team shall schedule the school visit and subsequent interactive session with mutual agreement and convenience of the respective school
- 9. Confirm the Checklist for the visit to the school as follows:
 - i. School Feedback Format
 - ii. Recording and photography facilities for Interactive sessions with students and faculties feedback.
 - iii. Carrying all Technology dissemination material and equipment
 - iv. Requirement and availability of ICT infrastructure
- 10. The Technology Dissemination Material shall be reflective with
 - i. A common banner with the “*Eu-Reka 2023 Empower, Encourage, Engrave*” tagline. A team can design their banner design according to the theme they tend to select
 - ii. The Digital materials like PPTs Handouts welcome page and thank you page with interaction day and date.

D. During School Visit and Interaction:

- 1. A Team shall Interact with four [04] Schools consisting of two [02] Urban and two [02] Rural Schools.

2. Consider the eighth [8th] standard to tenth [10th] standard students only for interaction and technology dissemination activity.
3. Obtain school feedback from the school with seal and signatory of competent authority only.
4. While leaving the school ensure that all documentation is completed and ready for upload.

E. After School Visit and Interaction:

1. Combine all the visit videos and resize them to 500 MB only. The Team can solicit the best part of all the Interactions.
2. The duration of the video shall be one hour only.
3. Upload:
 - i. Video of Interaction about the maximum of 500 MB.
 - ii. School Feedback
 - iii. A Consolidate report on the entire activity
 - iv. IEEE Release form.

5. Assessment Process:

- 1] Once the Team registered and seek confirmation on the same. The team shall start with school interactions.
- 2] The registered and confirmed teams shall:
 - i. Visit and interact with selected schools compulsorily 02 urban and 02 rural.
 - ii. Receive any funding from Eu-Reka Team or any other source. Then the team shall submit the appropriate expenditure and respective proofs to the Eureka team within 05 days of the last school visit.
 - iii. The team shall utilize the given allowance for:
 1. Purchase of printing material
 2. Traveling to the schools
 3. Purchase of minor equipment which shall be donated to the school after the visit (the team shall get a donation receipt and submit the same with expenditure details)
 4. Printing of flex, standees of Eureka -2023 creatives including name and logos of institute of students and the high schools
 5. Any other valid expenditure with apt justification shall be considered.
 - iv. At the end of the interaction, the team shall meet the high-school authorities and take appropriate and authentic feedback on Eureka high school feedback forms only.
- 3] The team shall be in constant touch with Eu-Reka-2023 volunteers and core team (if necessary)
- 4] The teams shall follow the timeline and finish their work and upload their completed work as per the Core team Instructions.
- 5] **After The Interactive Visit:**

Inspire...Empower...Encourage...Engage...

- i. A team shall prepare the video of **75 minutes** duration and 500 MB size to upload on Team's / Institute's/ IEEE local Chapter's/IEEE Student Branch's YouTube channel and share the link while uploading documents. The video shall contain:

Sr. No.	Contains	Time
1.	Best interactions from each school (15 minutes each school)	60 mins.
2.	Student feedback 01 from each school	05 mins.
3.	School authority (principal and coordinating teachers)	10 mins.
Total		75 mins.

- ii. Scan the feedback in sequence and upload the same. Remember incomplete or ambiguous/suspicious feedback shall be considered invalid and the team shall be disqualified from the contest.
- iii. The IEEE Release form is mandatory for each team so confirm that you have submitted IEEE Release form as per template.
- iv. Once again confirm that all the documents and required details are uploaded and are valid.

Sr. No.	Parameter	Max Points
1.	Technical Content In the delivery	25 points
2.	Motivational ability towards Eu-Reka's Aim and Objectives	25 Points
3.	Use of Pedagogical tools (such as Videos / Models / Demo/ PPT/ DIY etc.)	20 Points
4.	Use of IEEE educational resources (such as Try Eng. /Learning Network/Data port etc.)	15 Points
5.	Other points covered in the session (Scope for follow-up / Benefits for rural areas/Women empowerment / Benefits to differently-abled etc.)	15 Points
Total (A)		100
6.	School Feedback	
	a. School Feedback-01	25
	b. School Feedback-02	25

	c. School Feedback-03	25
	d. School Feedback-04	25
Total(B)		100
Grand Total (A+B)		200

6] Prizes worth 1.5 lac will be given to the winning teams

B. Team Interview:

- i. Teams shall be assessed by a peer team.
- ii. The Interview shall be of 100 marks.
- iii. The peer-Team Interview for all the teams shall be held in virtual mode only.
- iv. The peer-team shall investigate the participant teams based on various competencies and answering abilities mentioned in the Plan of action evaluation as clarity, methodology, content, adequacy, and alignment of the project details with the Eureka-2023 objectives.
- v. As this is an open-ended interview, the peer team shall have freedom based on the following guidelines:
 1. The questions shall be relevant to the Eu-Reka theme.
 2. The questions shall be relevant to the track chosen by the team.
 3. The questions shall be relevant to the topic/technologies chosen by the team.
 4. Process and procedures are to be followed in the preparation and there should be no violation or breach of any rules, regulations, and eligibility criteria by the team.
- vi. The peer team shall evaluate, define marks, and give evaluation feedback to justify the marks given to the team based on the interview.
- vii. The peer team shall submit
 1. A common report for each team. The report shall be prepared by a peer team with mutual discussion.
 2. List of teams in descending order as per marks secured.
- viii. The team-wise final report shall be submitted to the Eu-Reka Core committee for final evaluation.

C. Final Presentation (Trilogy): In the final Round to become a Member of the Eu-Reka 2023 Trilogy the team shall:

- a. Team to perform at the final round/Valedictory at Pune.
- b. The timeline for each team to present their idea and experience is as follows:

Sr. No	Presentation Activity	Time Allotted (time in Minutes)
1.	Idea and Experience Presentation	10
2.	Question and Answer	05
Total Presentation (time in Minutes)		15

- c. Teams shall deliver their work in front of all the present members in the house including
 - i. Juries
 - ii. Chief-guests
 - iii. IEEE Pune Section Office Bearers
 - iv. The audience, etc.
- d. After each presentation, the present members shall register their poll.
- e. The Eureka Trilogy shall be elected by the audience poll plus their score.
- f. The winner's 'Trilogy' shall be
 - i. The top three teams elected in the audience poll plus top teams by the present members in the house.
 - ii. The ranking of the trilogy shall be the first three rankers of the evaluation:
- g. The Eu-Reka 2023 shall get the following prizes in various categories

h. Other allowances:

i. Traveling Allowances:

- 1. The teams selected in the Top-10 category **shall be entitled** to actual traveling allowances by train only to Pune.
- 2. The Top-10 traveling allowances shall consider team members and mentor traveling expenditure only.

ii. Accommodation:

- 1. The teams selected **shall not be entitled** to accommodation in Pune. But the cost of accommodation if any shall be borne by the team.

Inspire...Empower...Encourage...Engage...

2. The Eu-Reka 2023 team accommodation representative can assist to seek appropriate accommodation if required.

iii. Food:

1. The snacks/lunch/dinner shall be arranged at the venue

iv. Other Expenditure:

1. The Eureka 2023 committee shall not be committed to any food or travel expenses outside the venue.
2. If there are any other expenses incurred the prior permission of the Eu-Reka Organizing Committee is mandatory.