

IEEE EV-REKA

| 2024



IEEE Pune Section

IEEE Eu-Reka-2024

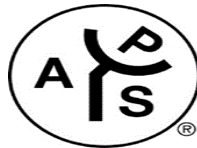
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1. IEEE Eu-Reka: Why and What?

India is all set to become the world's third-largest economy surpassing many other developed countries. IEEE believes that Science and Technology is the fuel, and education the driver for this economic growth. IEEE EU-REKA is the initiative taken up by IEEE Pune Section as part of the national exercise to meet this goal.

- 1) IEEE EU-REKA proposes to achieve this goal through the joint involvement of many sections of our society -- student volunteers from colleges, expert mentors from Industry and academia, and children from rural and urban high schools.
- 2) IEEE EU-REKA follows a framework enabling colleges, companies, and communities to infuse curiosity, creativity, and self confidence in school children – by exposing them to advanced state of the art technologies and mentoring them in making informed decisions about their future education path.
- 3) IEEE EU-REKA is in alignment with the Nation’s Educational policy by following practices encompassing Diversity, Equity, and Inclusion (D, E &I) in the country --- breaking the gender barrier, and shrinking the rural/Urban division.
- 4) IEEE EU-REKA has won acclaims of people who matter - Dr Kasturirangan, Chief Architect of National Education Policy, Dr Sahasrabudhe, Former Chairman, All India Council of Technical Education, Mr Deepak Mathur, Director, IEEE Asia Pacific Region, and many more.

The IEEE 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 24 proposes to address the issue by boosting the girl students’ low aspiration levels.



As the Solution: As part of EU-REKA 24, 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

IEEE 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

- 1) **Exposure:** Expose high school children to advanced state-of-the-art technologies
- 2) **Gender Equality:** Promote gender equality by encouraging girls in high schools for higher education
- 3) **Inclusiveness:** Promote educational inclusiveness and bridge urban-rural literacy gaps in high schools
- 4) **Reduce Drop-outs:** Encourage high school children to pursue science & technology studies, thereby reducing drop-out rates
- 5) **Knowledge Sharing:** Facilitate college students' interactions with urban and rural high schools to share knowledge about advanced technologies

4. Eu-Reka 2024 Timeline

Sr. No.	Activity	Start Date	End Date
1.	Registration	01 September 2024	20 September 2024
2.	Initiate School Visit, Interaction, and Survey	The day team seeks confirmation	
3.	Completion of school visit, and Upload/Submission of Reports and Videos	01 September 2024	10 October 2024
4.	Assessment Round-01 (Super 30)	10 October 2024	17 October 2024



5.	Assessment Round-2 (Top-10)	17 October 2024	27 October 2024
6.	Result of Round 2	30 October 2024	
7.	Assessment Round-3 (Trilogy)	16 November 2024	
8.	Valedictory	16 November 2024	

5. Eu-Reka Rules and Regulations

The major objective of the Eu-Reka - 2024 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:

Check and Confirm Eligibility as follows:

1. As this is a team activity, there shall be a minimum of two [02] and a Maximum of four [04] participants in a team.
2. In a team, there shall be a minimum of one IEEE Student Member.
3. There shall be at least one girl (female) student in a team.
4. One student shall participate in one team only.
5. 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 schools (two Urban and two Rural) where the students from 08 to 10 standards are available for Technology dissemination.
3. Start preparing your educational material for school interaction on one of the following domains/subjects:
 - a) Technologies for Agriculture & Food Processing
 - b) Technologies for Environment, Climate Change, Sustainability & Natural Disasters



- c) Technologies for Virtual Education of Science, Engineering, Art and Technology
 - d) Technologies for Rural & Urban Development
 - e) Technologies for Health, Wellbeing & Sports
 - f) Technologies for Woman 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.

C. Disqualification Norms:

Teams tend to be disqualified with immediate effect, if:

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

D. Before School Visit and Interaction:

1. Register for the Eu-Reka-2024 and seek confirmation from the Eu-Reka2024 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-2024 Help Desk.
5. Once a team gets registration approval from Eu-Reka 2024 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:
 - a) School Feedback Format
 - b) Recording and photography facilities for Interactive sessions with students and faculties feedback.
 - c) Carrying all Technology dissemination material and equipment
 - d) Requirement and availability of ICT infrastructure
10. The Technology Dissemination Material shall be reflective with
 - a) A common banner with the *“Eu-Reka 2024 Empower, Encourage, Engrave”* tagline. A team can design their banner design according to the theme they tend to select
 - b) The Digital materials like PPTs, Handouts, welcome page and thank you page with interaction day and date.

E. During School Visit and Interaction:

1. A Team shall Interact with four Schools consisting of two Urban and two 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.
4. While leaving the school ensure that all documentation is completed and ready for upload.

F. 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:
 - a) Video of Interaction about the maximum of 500 MB
 - b) School Feedback
 - c) A Consolidate report on the entire activity
 - d) IEEE Release form



6. Assessment Process

A. General Guidelines:

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:
 1. Visit and interact with selected schools compulsorily 02 urban and 02 rural.
 2. Apply for funding to Eu-Reka Organizing Team, which shall be disbursed upon verification and approval of Committee. The team shall submit the appropriate expenditure and respective proofs to the Eureka team within 05 days of the last school visit.
 3. The team shall utilize the given allowance for:
 - Purchase of printing material
 - Traveling to the schools
 - 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)
 - Printing of flex, standees of Eureka -2024 creatives including name and logos of institute of students and the high schools
 - Any other valid expenditure with apt justification shall be considered.
 4. 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-2024 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.

B. After the Interactive Visit:

1. 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/ Individual **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

2. 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.
3. The **IEEE Release form** is mandatory for each team. so confirm that you have submitted IEEE Release form (please download the template [here](#)).
4. Once again confirm that all the valid documents and required details are uploaded.

C. Elimination Round (Super-30):

1. Evaluators will be provided with the login credentials. They can access the recordings, reports, Feedbacks, PPTs, and Release Form of the team.
2. Details of the evaluation scheme is as follows:

Sr. No.	Parameter	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 Points
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



3. Based on the Evaluators report the super 30 teams shall be shortlisted and announced on the website. Besides, the mail shall be sent to the team leader of each team member of the qualified team.

D. Team Interview (Jury Round – Top-10):

1. Super-30 teams shall be assessed by a peer team appointed by Eu-Reka Organizing Team.
2. The Interview shall be of 100 marks.
3. The peer-team Interview for all the teams shall be held in virtual mode only.
4. The peer-team shall investigate the participant teams based on various competencies and answering abilities mentioned in the self-evaluation scheme mentioned in the “Plan of action” document like clarity, methodology, content, adequacy, and alignment of the project details with the Eureka objectives.
5. As this is an open-ended interview, the peer team shall have freedom based on the following guidelines:
 - a. The questions shall be relevant to the Eu-Reka theme.
 - b. The questions shall be relevant to the track chosen by the team.
 - c. The questions shall be relevant to the topic/technologies chosen by the team.
 - d. 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.
 - e. The peer team shall evaluate, define marks, and give evaluation feedback to justify the marks given to the team based on the interview.
 - f. The peer team shall submit
 - A common report for each team.
 - List of top-10 teams in descending order as per marks secured.

E. Final Presentation (Trilogy):

1. It is mandatory for Top-10 teams to physically participate in the final round of Eu-Reka at Pune.
2. The time slot for each team to present their idea and experience is as follows:

Sr. No.	Presentation Activity	Time
1	Idea and Experience Presentation	10 Mins
2	Question and Answer	05 Mins



Total	15 Mins
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3. Teams shall deliver their work in front of Juries, Chief-guests, IEEE Pune Section Office Bearers, The audience, etc.
4. The Eu-Reka Trilogly shall be elected by the audience poll plus their score.
5. The Eu-Reka Winners shall get the following prizes in various categories:

Sr. No.	Category	Prize (in ₹)	Accompanied with
1	Winner	25,000/-	Trophy, and Certificates for each member
2	1st Runner Up	20,000/-	Trophy, and Certificates for each member
3	2st Runner Up	15,000/-	Trophy, and Certificates for each member
4	Top 10	NA	Trophy, and Certificates for each member
5	Super 30	NA	Certificate of appreciation
6	1st round eliminated	NA	Certificate of Participation
7	Participating Schools	NA	Certificate of Valuable Contribution
8	The Best Volunteers	03 volunteers shall be rewarded with gifts and award	

F. Miscellaneous:

1. Traveling Allowances:
 - a) The teams selected in the Top-10 category shall be entitled to actual traveling allowances by train only to Pune.
 - b) The Top-10 traveling allowances shall consider team members and mentor traveling expenditure only.
2. Accommodation:
 - c) The teams selected shall not be entitled to accommodation in Pune. But the cost of accommodation if any shall be borne by the team.
 - d) The Eu-Reka team accommodation representative can assist to seek appropriate accommodation if required.
3. Food:
 - a) The snacks/lunch/dinner shall be arranged at the venue
4. Other Expenditure:
 - a) The Eu-Reka committee shall not be committed to any food or travel expenses outside the venue.
 - b) If there are any other expenses incurred the prior permission of the Eu-Reka Organizing Committee is mandatory.