



ProGate – Project Expo 2025 – 27.02.2025

Rules and Regulations for the Software Project Expo

General Guidelines

1. Eligibility:

- Participation is open to students of UG (B.Sc.(CS), BCA, B.Sc.(IT, DS,AI) and Minority School Students
- Teams may consist of 4 members.
- All participants must register by the given deadline date 10.02.2025.

2. Project Categories:

- Projects may be submitted under specified categories (e.g., AI, Web Development, IoT, Game Development, etc.).
- Participants must indicate the category of their project during registration.

3. Originality:

- All projects must be original and developed by the participants.
- Plagiarism in any form will result in immediate disqualification.

4. Submission Requirements:

- Teams must submit a detailed project abstract by 24.02.2025.
- The final project must include a working prototype or demo, documentation, and a presentation.

Technical Regulations

5. Project Development:

- Projects may be developed using any technology, framework, or language unless specified otherwise.
- Use of pre-built templates, tools, or libraries must be credited appropriately.

6. Hardware and Software:

- Participants must bring their own hardware and software resources.
- Internet access will be provided if required (confirm availability during registration).

7. Expo Setup:

- Each team will be assigned a booth/table to display their project.
- Teams must bring their own display equipment (e.g., laptops, monitors).

ProGate – Project Expo 2025 – 27.02.2025

Event Day Regulations

8. Presentation:

- Teams will have [e.g., 10–15 minutes] to present their project to the judges.
- Presentations should include the problem statement, solution, features, and demo.

9. Judging Criteria:

Projects will be evaluated based on:

- **Innovation:** Creativity and uniqueness of the idea.
- **Functionality:** How well the project works as intended.
- **Design:** Usability and aesthetics.
- **Impact:** Potential real-world application or benefit.
- **Presentation:** Clarity and engagement of the pitch.

10. Time Management:

- Teams must adhere to the given schedule for presentations and demonstrations.
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Code of Conduct

11. Behavior:

- Participants are expected to maintain professional and respectful behaviour throughout the event.
- Harassment, offensive language, or disruptive conduct will not be tolerated.

12. Safety:

- Participants must ensure their project or demo does not pose safety risks.
- All setups must comply with the venue's safety guidelines.

13. Property:

- Teams are responsible for their equipment and materials during the expo.
 - The organizers are not liable for any loss or damage.
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ProGate – Project Expo 2025 – 27.02.2025

3Post-Event

14. **Awards and Recognition:**

- Winners will be announced based on the judges' decisions.
- Certificates or prizes (if any) will be distributed during the closing ceremony.

15. **Project Ownership:**

- Intellectual property rights of the project remain with the participants.

16. **Feedback:**

- Teams may request feedback from the judges post-event for improvement.
