Special Track
Rule Book

TRACK THEME

"Smart Infrastructure and Safe Living"

TOPICS

1. **Smart Living**
   Encompass tools & technologies to improve the efficiency of living, and create an inclusive and personalized home by monitoring their devices and home appliances together.

2. **Secure Mobility**
   Innovative solutions to improve urban mobility, lessen traffic on public transport, reduce pollution, and enhance citizens' quality of life, especially in cities with high vehicle traffic density.

3. **Safe Environment**
   Apply ideas for managing environmental quality, irrigation, waste, photovoltaics, lighting, weather stations, and water supplies. The goal is to improve urban energy efficiency and environmental quality.

4. **Seamless Healthcare**
   Employ technologies that lead to better diagnostic tools, better treatment for patients, and devices that improve the quality of life for anyone and every one by monitoring their health and well-being.

1. Smart living

➢ Innovative ideas to enhance the standard of living of every individual.

➢ Includes the integration of smart devices and home appliances to monitor and control various aspects such as lighting, temperature, security, and entertainment, leading to cost-effective and sustainable living.

➢ Prioritizes safety and security with features such as motion-detection cameras and emergency alerts, as well as accessibility options for individuals with disabilities or the elderly.

➢ Enhances the quality of life through increased efficiency, safety, and inclusiveness,

➢ Creates a more sustainable and comfortable living environment for all.

2. Smart mobility

➢ Innovative solutions to enhance urban mobility and improve citizens' quality of life.

➢ Aims to reduce traffic on public transport, lessen pollution, and tackle the challenges posed by high vehicle traffic density in cities.

➢ Deployment of smart traffic management systems, electric vehicles, and sustainable public transportation options, among others.

➢ Provides more efficient and eco-friendly modes of transportation.

➢ Contributes to a safer and more livable urban environment.

➢ The critical aspect of the Smart Infrastructure and Safe Living proposal.

3. Safe Environment

➢ Encompass the tools and technologies to improve urban energy efficiency and environmental quality.

➢ Focuses on enhancing the sustainability and livability of urban environments.

➢ Innovative ideas for managing various environmental aspects such as air quality, waste, water supplies, and renewable energy sources.

➢ Key solutions include the deployment of photovoltaic systems, smart lighting, weather stations, and efficient irrigation methods.

➢ Promotes sustainable practices and utilizes technology to monitor and manage the environment.

➢ Creates a cleaner and healthier urban landscape.

4. Smart Health

➢ Deployment of innovative technologies to improve healthcare outcomes.

➢ Enhances diagnostic tools, treatment options, and health monitoring devices to benefit the well-being of all individuals.

➢ By leveraging cutting-edge technology, individuals can monitor their health and receive timely interventions to address potential issues.

➢ Leads to better health outcomes, reduced healthcare costs, and improved quality of life.

➢ Facilitates more efficient and effective healthcare delivery through telemedicine, electronic health records, and other innovative solutions.

NOTE TO THE PARTICIPANTS

Participants are open to ideas across multiple fields constrained to the topics provided. Ideas are not only limited to the aforementioned areas, solutions can address any issues related to the theme.

GUIDELINES TO THE PARTICIPANTS

1. Participants will be asked to use digital technologies in creative, innovative ways to benefit people and the economy in a range of fields.
2. The goal of this challenge is to create prototypes of products, services, and ideas.
3. Abstracts should adhere to the **track theme**.
4. Multiple abstract submissions are possible.
5. Abstracts will be evaluated and the teams will be notified of their selection for finals.
6. Selected teams should register through the link before the deadline in order to confirm their participation in the finals.
7. Only registered members of the team will be given certificates. Mentor names should also accompany the team registration. They will also be provided with certificates.
8. Participants should present their work during the finals to the judging panel.
9. The decision of the committee/panel will be final.
10. Each individual participant or team member must accept the event regulations and grant consent for the handling of their personal information and for the use of video and other images.
11. The members of each team are to ensure that the personal information provided upon registration online is true and accurate and must unconditionally accept any and all decisions made by Hackathon organizers with regard to event organization.

RULES & REGULATIONS

1. Individual entry is not entertained.
2. Team size:
   a. **Minimum of 1 member** and
   b. **Maximum of 4 members**
3. Idea submission must be made by the Team Leader only.
4. Team members may come from different academic institutions/industries and from different countries.
5. The Team Name should be unique and must not be connected in any way with the names of their Organisation/ Institution or registered trademarks or use expressions that incite violence or are discriminatory, obscene, or represent any form of defamation.
6. If the information provided during online registration is found to be incomplete and/or inaccurate, the entire team concerned will be excluded from the competition.
7. Teams may not be changed once the competition has begun.

8. Teams shall display their working projects in the virtual platform, and explain and demonstrate to the audience and evaluators.
9. Teams are locked along with abstract submission, and no further changes to team members and mentors can be made after that.
10. Entries are to be sent only in the prescribed format, otherwise, they are bound to get rejected.
11. Each Team is solely responsible for its own cooperation and teamwork.

Failure to comply with the regulation will result in disqualification.

JUDGES

The selection of teams will be done by a panel of expert judges, some of which will be members of IEEE along with other authoritative figures from the world of high-tech and innovation.

IMPORTANT LINKS
IEEE YESIST'12
IEEE YESIST'12 Special Track
Sustainable Development Goals
FAQs

1. Why participate in the IEEE YESIST'12 Special Track?

This event is a massive opening to convey ideas and thoughts which improvise society's betterment with the purpose to inspire the youth of our nation to think out of the box, broaden their barriers and reach the crown of fortune in all specialized domains. The event will be an incredible setting to transmit the latest inventions, demonstrations, and technical advances from all over the world and formulates to make the partakers step outside of their comfort zone and challenge the society of ordinary thinking.

2. Who are all eligible to take part in Special Track?

The event is open to those who are interested in technology & Innovation and have an interesting project or other Idea to develop within the scope of the themes proposed. The event is open to all globally irrespective of IEEE membership. Students currently undergoing their UG or PG can participate.

3. How to register for Special Track?

Team Registration is to be done by the Team leader. Visit the website to register your team.

4. Where to submit the abstract? Is multiple abstract submission possible by a team?

Project abstracts should be submitted through the YESIST'12 website (under the **Special track** page) along with the team registration. Multiple entries of abstracts under a single team are allowed.

5. Who owns my project & IP?

The team that develops the project is the owner of the project and IP. We do encourage

sharing of code with others in the community or making code open source but it is not required to participate in the event.

6. How the event will conduct in this pandemic situation?

This is a virtual hackathon in which the participants are asked to submit their abstract, presentation, and model virtually.

7. How will the participants be evaluated?

The jury will analyze and evaluate all works submitted by the team according to the evaluation criteria mentioned above in this rule book. The panel will assign a score to each parameter, which will then determine the ranking of each participating team. Each team will be invited to compete against others in order to determine the top two teams overall. At the end of the final pitching in the event the winners will be the two teams with the highest total scores.

8. Will all participants get appreciation?

The top 2 teams will be announced as winners and will be rewarded. All the participants in the team entering the finals will receive a participation certificate.

9. Will there be training? Are there any prerequisites or required skills?

There is no pre-event training, but we'll have our team members who will be more than happy to answer your questions throughout the event. There will also be some additional information provided during the inauguration, which we encourage everyone to attend. Other than finding fellow brilliant minds with complementary skills to team up with, there is nothing that you need to prepare in advance. While experience in coding and programming is a huge plus if you intend to come up with software-based solutions, teams will also need people with strong presentation skills and brilliant ideas.

10. Whom to contact regarding queries in Special Track?

Contact the organizers for any assistance. Organizers' details can be found on the website.