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SAF 2023

—STEAM AZERBAIJAN FESTIVAL—



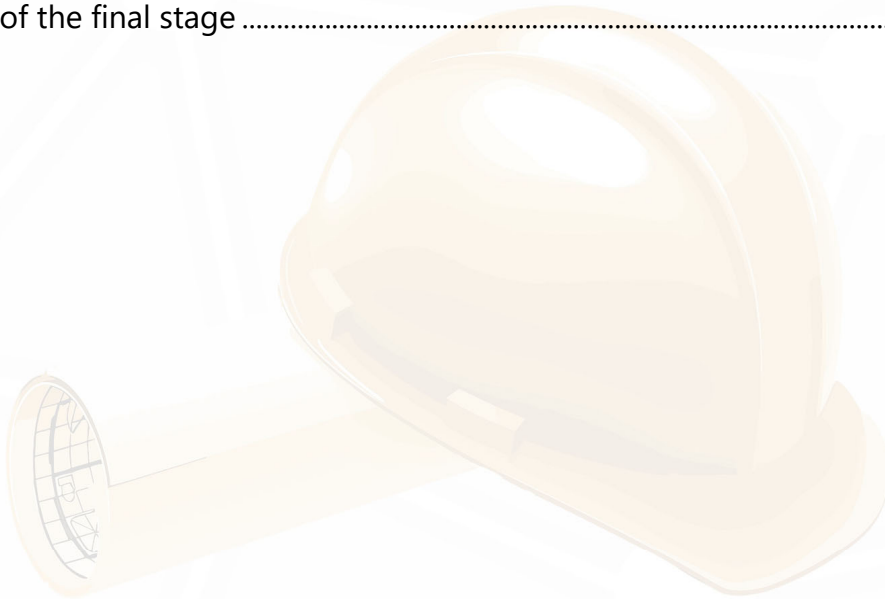
Engineers of Future

GUIDELINES

BAKU 2023

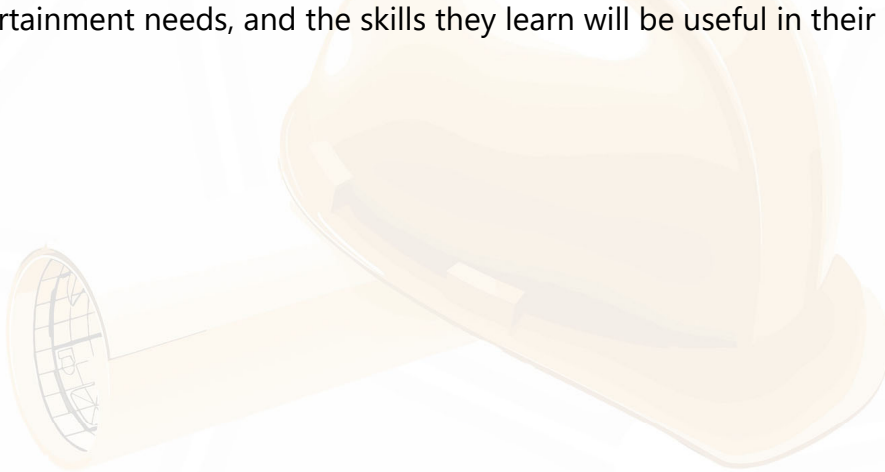
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1. Introduction

This competition is a great opportunity for participants who want to develop their imagination by exploring different worlds. Category participants build houses, cars, farms, cities, etc., using a large number of construction sets based on the stories they write, they can create. For example, participants can create a world by building large structures such as cities or farm with productive activities such as sheltering animals, growing crops, etc. they can be busy. In addition, children can paint the world of their own creation as they wish to fully reveal their imaginations and dreams. Finally, after all the structures are completed, the participants will perform an earthquake resistance test. This test is designed to measure the durability of structures. This gives participants a great opportunity to learn the basics of construction and engineering. They will use real life skills and not just their imaginations to prove they are STEAM learners. What is especially important in this competition is that children learn not only world-building, but also life skills. Thanks to this, they will meet their entertainment needs, and the skills they learn will be useful in their lives.



2. Terms of participation

- 2.1. **Teams must consist of 1 team leader over 18 years of age and 2 participants between 6-8 years of age only. Each participant can join a maximum of 1 team and a mentor can lead more than one team in that category.**
- 2.2. Only one competition can be applied for with the same team. Applications from the same team or individuals applying for different categories of SAF-2023 will be considered invalid.
- 2.3. Participating teams must adhere to the spirit of competition, do not argue with or insult others, do not cause physical confrontation, sabotage or damage the projects of other teams, and do not take their belongings without permission. Penalties for non-compliance will be commensurate with the severity of the misconduct in the arena.
- 2.4. Participating teams must be safety aware and not engage in behavior that threatens the safety of their team or other employees. They must inform the persons responsible for the category when using the electrical source. The use of open flames and the bringing of dangerous objects to the competition venue are also prohibited.
- 2.5. During the competition, it is not allowed for the team leaders and the team's escorts to enter the competition field and interfere with the game in any form from outside the competition area. If the leader of the team or the person accompanying him supports the team and interferes with the games of other teams, the referee has the right to warn, disqualify the team and impose other penalties.
- 2.6. Each contestant is limited to competing in one category. Duplication of registration, false registration, falsification of the age of the contestant, unauthorized change of contestants, etc. is strictly prohibited. If such cases are discovered and the event is confirmed, the participant will be disqualified.
- 2.7. Participating teams are considered to have accepted the changes made by the SAF-2023 Scientific Committee and all the conditions mentioned in the rules.
- 2.8. In case of force majeure events not provided for in the rules, decisions are made by the coordinators will be given.

3. Method of application

- 3.1. Applications will be accepted through the official website of SAF. (<https://saf.steam.edu.az/>)

4. Selection round

- 4.1. **General Information.** For the selection stage, the participants will prepare a construction on the topic " **People's life in the next 100 years**". Paper, cardboard, silicone glue, matches, and paint elements can be used to build the structure.
- 4.2. **(!) Even if additional materials are used, they will not be taken into account during the evaluation.**
- 4.3. The dimensions of the prepared project should not exceed **500mm x 500mm x 500mm**.
- 4.4. They are a video report on the story of the construction made according to the theme (must be prepared **in Azerbaijani or English**) and send a video of the created prototype. The story should be voiced by the participants and added to the video.
- 4.5. When preparing the report, the data **in the technical task** should be taken into account.
- 4.6. Content of the report:
- Presentation
 - Title sheet
 - Information about the team's activities
 - Narrative – a complete and comprehensive description of the topic
- 4.7. Within the specified time, the project must be prepared, the video must be uploaded to the " **YouTube** " platform.
- 4.8. Video duration should be maximum **60(±5) seconds**, minimum quality should be **720p**.

5. Selection criteria

- 5.1. Evaluation criteria for the selection stage:

Criterion	Mark
Narrative – demonstrating complete and comprehensive knowledge of the topic, concreteness, fluency, consistency.	30
Engineering – constructive solution of the created model.	30
Design – the design level of the created model , compatibility of the image with the content, aesthetic image, color solution.	20
Originality – the originality of the presented project.	20
Presentation - the quality of the sound and its compatibility with the video, the diction of the participants.	20
General	120

6. The final stage

6.1. In the competition, contestants will use their imaginations to write a story and then create a house, car, farm, city or any other form of institution using wooden construction kits and present the stories of the worlds they design. Examples made from the design kit are shown in **Figure 1**.



Figure 1. Examples generated from the race set

7. Evaluation of the final stage

7.1. In the final stage, evaluation will be done by 3 judges.

7.2. The presentation of the team should be done within 3 minutes.

7.3. During the evaluation, the participants will undergo an earthquake test with their structures in a special stand and will make a presentation in the earthquake stand.

7.4. Evaluation criteria for the final stage:

Criterion	Mark
Narrative – present that you have complete and comprehensive information about the topic, concreteness, fluency, consistency.	30
Engineering – constructive solution of the created model	30
Design – the level of design of the created model, compatibility of the image with the content, aesthetic image, color solution	30
Originality – the originality of the presented project	20
Durability - the structural endurance of the model in the earthquake test	20
Cooperation - respecting team and competition values	10
General	140