# The Rule of 2025 FIRA MALAYSIA ROBOWORLD 2025 Business and Innovation Challenge

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## ABSTRACT

This league is a place to demonstrate innovation and creativity in robotics, mechatronics, artificial intelligence, automation, and related fields. Participants in this league compete with the other teams and have a chance to show their development and design to the investors and industry executives, medium, and professionals in the exhibition venue. This league is structured in 1 main competitions: Common Topics. The competition is held in four different common fields. Any technological achievement in the form of New Product is acceptable.

- ❖ Energy, Water & Environment
- ❖ Mining & Mineral Industries
- ❖ Agriculture & Fishery
- ❖ Health & MedTech

## INTRODUCTION

Nowadays, many robotics researchers and investors are developing a project with a particular purpose beyond the existing FIRA leagues' objectives. The business model and commercialization potential of the ideas are the base objectives of this league. All entering teams should think of a business model for their projects. They are encouraged to have a plan for selling their projects in a professional environment with professional visitors. Through this project, students can learn to look into problems around us and find the solution with their robotics and AI skills, both in hardware, and software and apply it to see what will happen if they try to sell it in the real market.

This league will provide students with pieces of information about how startup companies start their historical work. On the other hand, some challenges may arise from companies or businesses.

FIRA Innovation and Business is a place for tackling these challenges, and the participants in the common topics contest will overcome the challenges on a common issue.
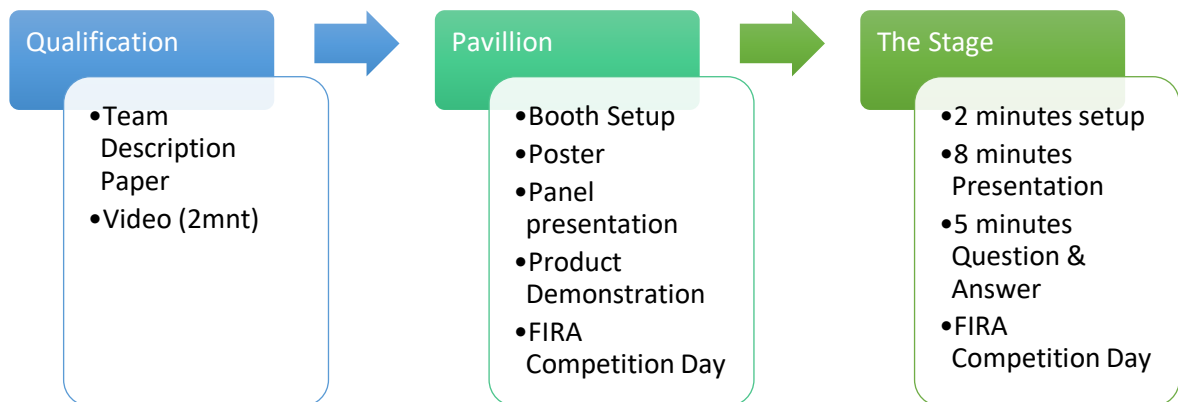
**RULES**

1. Each team must be composed of exactly 4 students, guided by a single Mentor.
2. Each institution is limited to submitting only **ONE** team for participation.
3. Participation is open to individuals or groups **WITHOUT** grants or official funding for the project or activity being contested. Any entry from parties that have received such funding will be automatically disqualified.
4. The teams are required to fulfill all the requirements in all stages stated in the method of the category.
5. All innovations must be in functional condition to be evaluated in stage 2.

**METHODS**

The competition will be held in three different main parts. Each team, and their participants will experience the following steps from when they will decide to take part in the event, and to be judged during the competition days.

1. Qualification
2. Booth
3. Stage

| Qualification | Pavillion | The Stage |
|---|---|---|
| •Team Description Paper<br>•Video (2mnt) | •Booth Setup<br>•Poster<br>•Panel presentation<br>•Product Demonstration<br>•FIRA Competition Day | •2 minutes setup<br>•8 minutes Presentation<br>•5 minutes Question & Answer<br>•FIRA Competition Day |

a. **Qualification**

All teams must submit documents including

    i. A video with the maximum duration of 120 to 180 seconds. The maximum size for the file is 20MB.

    ii. A TDP (Team Description Paper) (maximum 2 pages), that includes the following information:

        a. All the team members with their affiliations.

        b. Corresponding team members, who will have the right to represent the team for the future correspondence.

        c. Picture and related documents to the main product.

        d. A clear definition of the related problem or challenge which the team encountered to solve that.

        e. The solution to the existing problem.

        f. How you tried to solve the existing problem.

        g. Features and technical specifications of the product.

        h. Your estimated price for developing this product or making the right solutions.

and therefore, based on your submitted documents, the technical committee of the league will qualify the teams regarding the quality of their submitted video and documents.

b. **Pavilion / Booth**

    i. On the setup day of the event, participants have time to build their pavilion. They should consider the size of their project and its demonstration in the design of their pavilion. Pavilion space is unique and limited for all participants, so if their project is bigger than the limited space, they should have sufficient documents and demonstration tools for their project.

    ii. All teams should have a poster from their project in A1 paper size at their pavilion, which its template is up to teams with some standards which will be announced by the league organizational team some weeks before the competition left unlimited.

    iii. On days of the event, referees visit the pavilions and fill their score sheets.

    iv. Participants must be available at their pavilion for a demo for judges and spectators during the exhibition time.

| | Presentation Skill | Project Functionality | Business Plan | Engineering aspects | Creativity and Uniqueness | Poster |
|---|---|---|---|---|---|---|
| Team 1 | | | | | | |
| Team 2 | | | | | | |
| Team 3 | | | | | | |
| ... | | | | | | |
| Team n | | | | | | |

Score sheet

v. Details of the scorings are shown as above.
   a) Design and discipline of the pavilion.
   b) Performance and functionality of the robot or project.
   c) The ability to present briefly and insightful in a limited time.
   d) Team working and coordination of the team members.
   e) Any other tips that make the pavilion more professional and help the visitors to have a better understanding of the innovation.

Based on the scores mentioned above, the Technical Committee will select **top 3** participate in the next step, **The STAGE**.

**Penalties**
If a pavilion left without any presenter, the team would be charged with a 10% minus score for the first time, for the second time, with 20%, and for the third time, the team would be removed from the pavilion scoring procedure.
If a team member damages the other team's pavilion or project, the member would be removed from the competition.

c. **The Stage**
   i. The top teams from the previous step have a great chance to show their projects on the stage.
      a) A draw will schedule the presentation order at the end of the pavilion step.
      b) The scoring procedure difference than the pavilion phase with additional stage presentation management skills evaluations.
      c) The additional judge will fill the score sheets, and the highest average score after weighting will determine the winner.
   ii. Presentation timing.
      a) Setup: 2 minutes;
      b) Presentation: 8 minutes;
      c) Question and Answer: 5 minutes

    iii.    Presentation contents.

        a)    Maximum ten slides;

        b)    Team members and mentors;

        c)    The concept of the project;

        d)    Innovations;

        e)    Comparison with other similar projects;

        f)    A short video clip, animation, photos, or other documents;

        g)    Most IMPORTANT: Business plan.

    iv.    Finalizing the Scores and Awards

        a)    For the stage qualified teams,

            •   Teams will be awarded 1st-3rd place of the league**.**

        **<span style="color:red">b)    Best Presenter and Best Poster Design awarded to qualified person and teams</span>**

## d.   **Rules Change**

These rules may change by the technical committee at any time before the competition. Teams have to check these rules regularly to make sure they know about any changes made.