



INSTITUTE INNOVATION COUNCIL

ECELL IIITD

# Robo Soccer

## What we did ?

Date: 16th March 2024

Time: 2:00 PM - 4:00 PM

Robo Soccer was a key event in E-Summit'24 at IIIT-Delhi. The event featured teams creating and programming autonomous robots to play soccer on a miniature field. Participants from various backgrounds and regions gathered to test their technical skills and showcase their innovative approaches to robotics in a competitive environment.

## Objective of the Event

- The primary objective of Robo Soccer was to foster innovation and teamwork among participants by challenging them to design, build, and program autonomous robots capable of playing soccer. The event aimed to:
  - Encourage creativity and problem-solving in robotics.
  - Promote interdisciplinary collaboration between students from various engineering fields.
  - Provide a platform for tech enthusiasts to demonstrate their skills and gain recognition.
  - Inspire future innovations in robotics by simulating real-world applications.



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## Additional Details

- Venue: R&D Building Parking Ground, IIIT-Delhi Campus
- Mode of Conduct: Offline
- Duration: 2 hours
- Additional Details: The event was part of the larger E-Summit'24, a series of events focused on entrepreneurship, technology, and innovation. Robo Soccer was held at the R&D Building Parking Ground, a spacious and open area ideal for the event, allowing ample space for the participants and their robots. The competition followed strict rules and regulations to ensure fairness and safety.

## Speaker and Participant Details

- Number of Participants: 40 participants formed 10 teams, each consisting of 4 members.
- Registrations: A total of 75 registrations were received, indicating strong interest, but only the top 10 teams based on their robot designs and preliminary coding tests were selected for the final event.
- Speakers: The event featured a brief introduction by the E-Summit'24 coordinators, followed by a demonstration of the rules and objectives by the Robo Soccer event leads.

## Key Outcomes of the Event

- **Enhanced Technical Skills:** Participants improved their knowledge in areas such as robotics, programming, sensor integration, and real-time decision-making.
- **Innovation and Creativity:** The event highlighted innovative approaches to robotics, with several teams designing unique and effective strategies for robot movement and ball control.
- **Networking Opportunities:** The event provided a platform for students and tech enthusiasts to connect, exchange ideas, and collaborate on future projects.
- **Recognition and Rewards:** Winning teams received certificates and prizes, boosting their confidence and motivation to continue pursuing excellence in robotics.
- **Learning and Development:** The event served as a learning experience for participants, helping them understand the complexities of autonomous systems and how to refine their designs for better performance.

