

## E-Forza Club event Robosoccer

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The ECE Department Club in association with IEEE Student Branch conducted the “Robo-Soccer” event on 16<sup>th</sup> March 2018

The day started with a lot of enthusiasm.

In this particular event, participants were expected to come up with a robust design of a mobile robot that is specialized to play variants of soccer. The variant of soccer included was a one on one soccer match where each team had one robot. The arena was a rectangular field of 4m \* 2.5m.



Fig - The Robosoccer Arena

Each team had to score a goal in the opponents base and at the same time, defend his own base, where the size of the goal post was 12 inches \* 18 inches.

This event got a massive response in terms of participation. We had 22 teams with 90 participants in total competing for the top spot. We had participants from other colleges as well.

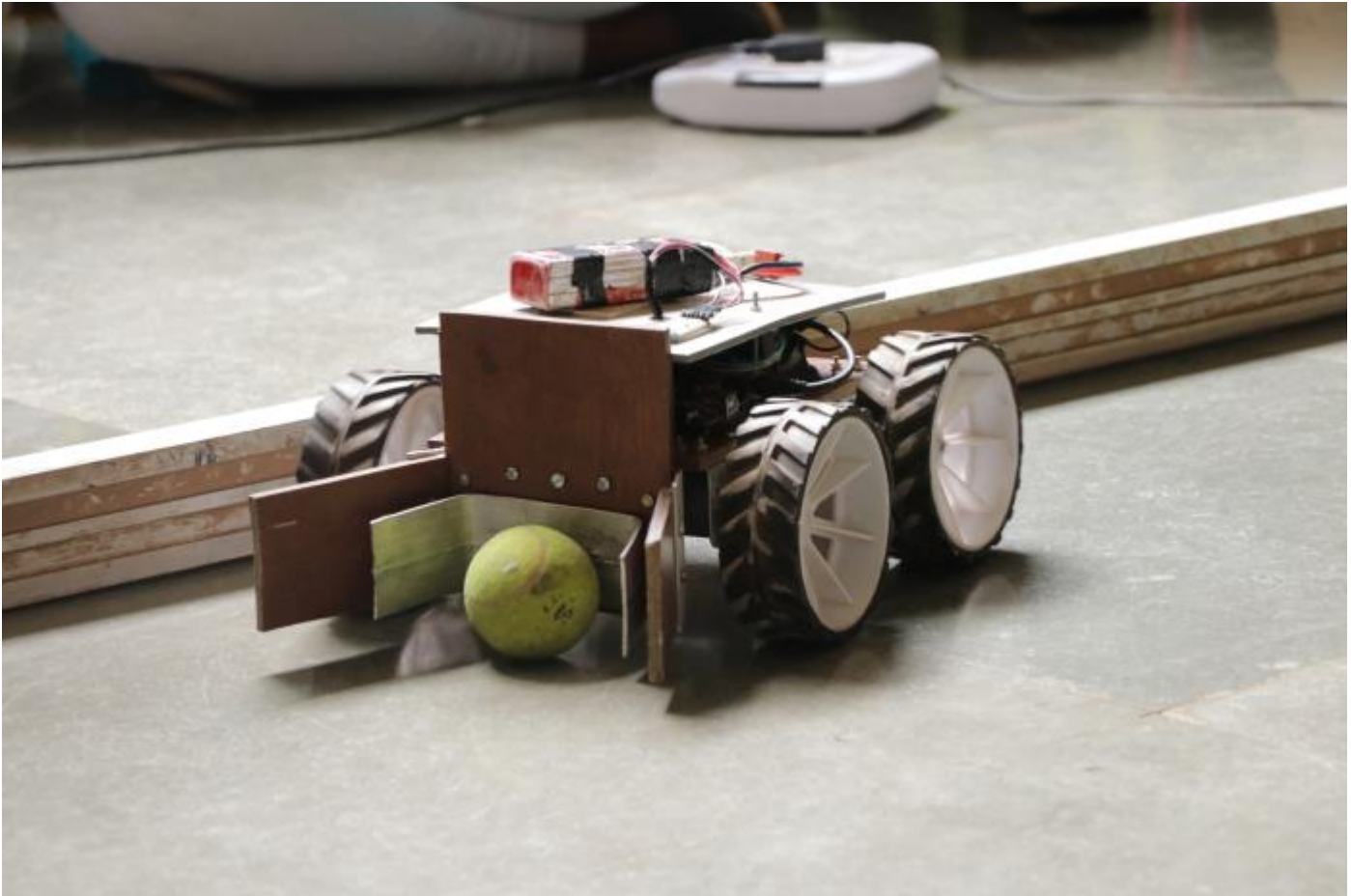


Fig. Team Devastators dribbling the ball

The event kicked-off with the first round, where each team played a match for 4 minutes, two halves of 2 minutes each and a technical timeout of 1 minute each per team. After the completion of 11 matches a total of 11 teams qualified for the second round.

For the second round there were 5 matches amongst the 10 qualified teams. The 11<sup>th</sup> team that scored the highest number of goals in the first round qualified directly for the third round.

For the third round only 6 teams had qualified. The opponent for each team was decided based on a lucky draw. Each team was assigned a number between 1 and 3 and teams having the same number played against each other. The final six teams fought with great valour and enthusiasm and finally three best teams qualified for the final round.



Fig. Spectators cheering the participants

By the time the final round began we had a huge number of spectators around the arena. The qualified teams were cheered and motivated by the crowd. Again, with the help of a lucky draw, the teams were assigned numbers from 1 to 3. This round happened in the form of a league, where each team had to play against the remaining two teams and the team scoring the highest number of goals in both the matches would be declared the winner.

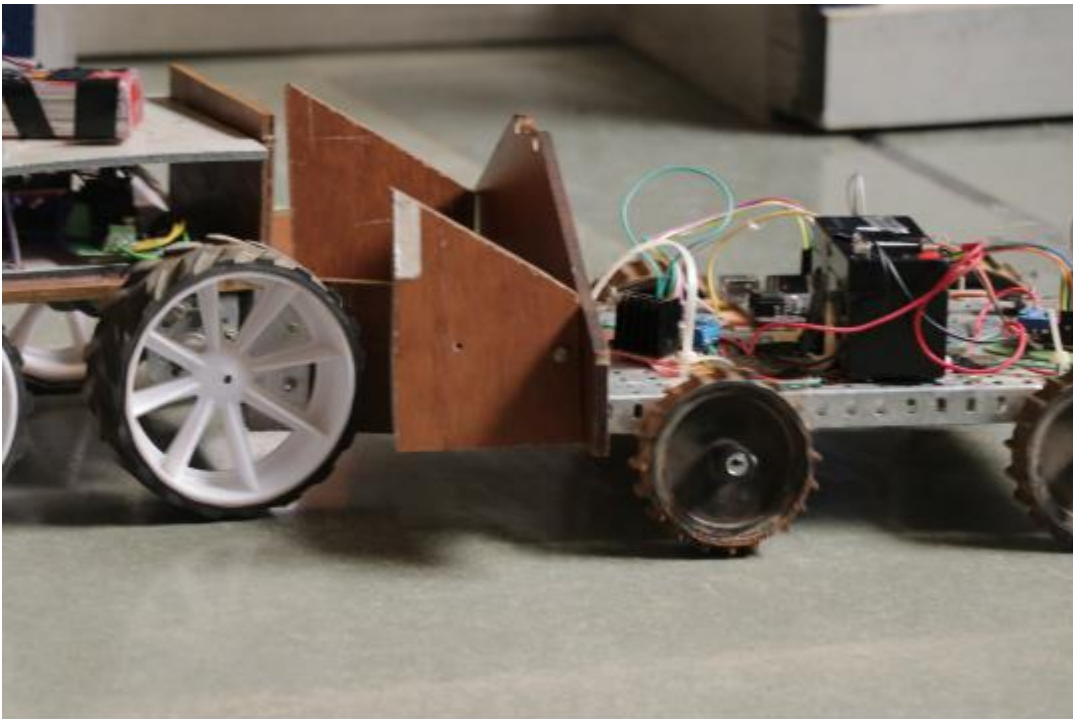


Fig. Team Devastators and Crucifiers fighting to gain control over the ball

In the end, Team Terminators scored 21 goals in both the matches and bagged the first prize. The second and third places were taken by Team Devastator and Crucifiers respectively, each scoring 8 and 6 goals. The winners were awarded with Certificates of Appreciations and all the participants were encouraged with Participation certificates.



Fig. The final match between Team Devastator and Crucifiers

The crowd enjoyed the event thoroughly, and so did the participants. The main aim in organizing this event was to create awareness amongst the students about the technical aspects involved in building a mobile robot and controlling it through wireless means. This event served as an inspiration for many students in attending workshops to gain such technical knowledge. It also helped them gain confidence about using this platform to participate in various national level Technical competitions held across the country.



Fig:[Left to Right]Mr.Kareemulla,Ms.Hema,Ms.Shivalila and Principal of MVJ college of Eng Dr.N.Gunasekharan inspecting the match

The main reason behind the grand success of this event was because of the support and encouragement provided by the management of MVJ College of Engineering. The willingness, enthusiasm and commitment of all the faculty members and the student coordinators served as a backbone in ensuring the smooth functioning of the event



Fig. The student coordinators organizing the event

On the whole the department club activity event was conducted with a lot of enthusiasm by the faculty members and student coordinators of Electronics and Communication Department. They received lot of response from the in-house teams as well as teams from other colleges as. This event helped in enhancing the technical knowledge of the students.