



# ENGINEERS OF FUTURE POWERED BY AI

**CATEGORY**

**SELECTION STAGE RULES**

**BAKU 2025**

# Introduction

Students participating in the "SAF-2025" competition under the "Engineers of the Future" category will be given the opportunity to both showcase and develop their skills. In this category, with the help of Vincibot robots, young engineers will use critical thinking, creativity, and problem-solving skills to tackle assigned challenges. They will first analyze the problem and then present solutions using coding and robotics technologies.

Participation in this competition is an excellent way to enhance students' creativity, logical thinking, and programming skills. The main goal of the competition is to develop students' abilities in coding, logical reasoning, and problem solving.

This category encourages important skills such as coding, logical thinking, problem solving, and the 4Cs (Creativity, Critical Thinking, Communication, and Collaboration) from an early age. It also supports a spirit of research and creativity, helping participants learn about robotics technologies, strengthen their knowledge, and develop engineering thinking.

## 1. Participation conditions

- 1.1. Each team must consist of one team leader over the age of 18 and two participants aged between 8 and 10. **Each participant is allowed to join only one team and take part in only one category.**
- 1.2. **A team may submit an application for only one category.** Any applications submitted by the same team or individuals to multiple categories of SAF-2025 will be deemed invalid.
- 1.3. By participating, all teams are considered to have accepted any changes made by the SAF-2025 Scientific Committee and all the conditions stated in the rules.
- 1.4. Team names participating in the International STEAM Azerbaijan Festival must **not** contain or refer to political, religious, military, or conflict-related themes.

## 2. Attention to the participants

- 2.1. Participating teams must adhere to the spirit of fair competition. They must not argue with or insult others, engage in physical altercations or provocation, damage other teams' projects, or take any belongings without permission. Penalties for rule violations will be determined based on the severity of misconduct in the arena.
- 2.2. Participants must be aware of safety regulations and avoid any behavior that could endanger the safety of their own team or others. When using power sources, they must inform the responsible personnel for their category. The use of open flames and bringing dangerous items into the competition area are strictly prohibited.

- 2.3. During the competition, team leaders and accompanying persons are not allowed to enter the competition area or interfere in the gameplay in any way. If a team leader or accompanying person provides **any form of assistance** to the team or interferes with other teams' matches, the referee has the right to issue warnings, disqualify the team, or apply other penalties.
- 2.4. Each participant is limited to competing in only one category. Duplicate registrations, false information, age falsification, unauthorized changes to team members, etc., are strictly prohibited. If such violations are discovered and confirmed, the participant will be disqualified.
- 2.5. In the event of force majeure situations not covered in the rules, decisions will be made by the coordinators.

## 3.Application method

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

## 4. Selection stage

- 4.1. **General Information.** During the selection stage, an exam will be organized with the aim of developing students' intelligence and thinking skills. During the competition, participants will solve interesting and engaging STEAM questions of varying difficulty levels. The questions are designed according to the students' age and abilities, aiming to make them think and learn.

The main goal of the competition is to develop students' logical thinking skills and introduce them to new ways of thinking. Each question will be fun and motivating, helping participants feel confident and empowered.

By taking part in this competition, students will test their intelligence, gain new knowledge, and enjoy a fun and engaging experience. The competition offers an excellent opportunity to enhance children's logical reasoning abilities and encourage them toward new achievements.

- 4.2. Teams that achieve high results will qualify for the next stage.
- 4.3. The content of the questions consists of multiple-choice tests.
- 4.4. Participants will be given 90 minutes for the exam.
- 4.5. The exam consists of 90 questions.
- 4.6. The examination is conducted on a team basis rather than individually, and the assessment is based on the collective performance of the team.
- 4.7. Information about the exam's time, format, and location will be announced via SAF's official channels.