# SUBMERGED

## CATEGORY

## SELECTION STAGE RULES

BAKU 2025

# Introduction

In the "Submerged" category, participating students will complete assigned missions using educational robots programmed with block-based coding, applying their critical thinking, creativity, and problem-solving skills. Participants will first analyze the problem and then develop innovative solutions using coding and robotics technologies. Based on engineering principles, teams explore real-world problems, gain hands-on experience in design and programming, and implement their unique projects using modular construction systems. The platforms used include SPIKE Essential, WeDo 2.0, SPIKE Prime, Mindstorms EV3, various LEGO construction parts, as well as block-based construction components.

Participation in this competition is an excellent opportunity for students to develop essential skills such as creativity, logical thinking, programming, problem-solving, and the 4Cs (creativity, critical thinking, communication, and collaboration). The goal of the competition is to program block-based robots to perform assigned tasks in a specific order.

# 1. Participation requirements

**1.1.** Teams must possess the necessary equipment in order to participate in the competition.

**1.2.** The organizer does not provide equipment for participants.

**1.3.** Each participant may only take part in one team and in one category.

**1.4.** The same team leader may lead multiple teams within the same category.

**1.5.** A mentor may lead multiple teams across different categories of the International STEAM Azerbaijan Festival.

**1.6.** Participating teams are deemed to have accepted any changes made by the Scientific Committee of the International STEAM Azerbaijan Festival and all the conditions outlined in the rules.

**1.7.** Team names in the International STEAM Azerbaijan Festival must not reflect political, religious, military, or conflict-related themes.

# 2. Application procedure

M Applications will be accepted through the official website of the International STEAM Azerbaijan Festival: (https://saf.steam.edu.az/en).

# 3. Code of conduct for participants

**3.1.** Participating teams must adhere to the principles of fair competition, avoid conflicts with other participants, refrain from insults, physical confrontations, or provocative behavior, and must not intentionally damage other teams' projects or take their belongings without permission. In the

event of rule violations, disciplinary actions will be determined based on the nature and severity of the misconduct.

**3.2.** Participating teams must be aware of safety rules and avoid any behavior that may endanger the safety of their own team or other participants.

**3.3.** During the competition, team leaders and accompanying persons are not allowed to enter the competition area or interfere in any way from outside. If a team leader or accompanying person provides unofficial support to their team or interferes with the performance of other teams, the referee has the authority to issue a warning, disqualify the team, and apply appropriate disciplinary measures.

**3.4.** Each participant is limited to competing in only one category. Duplicate registrations, falsified entries, misrepresentation of a participant's age, unauthorized replacement of team members, etc., are strictly prohibited. If such violations are identified and confirmed through appropriate procedures, the participant will be disqualified from the competition.

**3.5.** In the case of force majeure situations not covered in the rules, decisions will be made by the organizers.

# 4. Selection stage

4.1. During the selection stage, a test will be organized to help develop students' intelligence and thinking skills. Participants will solve fun and engaging STEAM-based questions throughout the competition. By taking part in this stage, students will test their reasoning abilities, gain new knowledge, and enjoy a fun experience. The competition provides an excellent opportunity to enhance children's logical thinking and motivate them toward new achievements.

4.2. Teams with high scores will qualify for the final stage.

4.3. The questions consist of multiple-choice (closed-ended) items.

4.4. Participants will be given 90 minutes to complete the test.

4.5. The test consists of 90 questions.

4.6. The test is team-based, not individual, and the evaluation will be based on the team's overall result.

4.7. Information about the test time, format, venue, and other details will be announced on the official website and social media platforms of the International STEAM Azerbaijan Festival.