

# Sri Lanka Inter-University Make-A-Thon for Assistive Technology Guidebook

## Organizer



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# Event Overview

The Sri Lanka Inter-University 3D Printing Make-A-Thon for Assistive Technology is an innovative competition designed to encourage university students to collaborate, innovate, and develop 3D-printed assistive devices that address the real-world challenges faced by individuals with disabilities. By fostering cross-disciplinary collaboration, promoting digital design skills, and involving disabled individuals in the creation process, this Make-A-Thon aims to make education and technology more accessible, equitable, and inclusive.



**Register before January 15th 2025**



**February 22nd, 23rd, and 24th, 2025**



**Faculty of Computing and Technology,  
University of Kelaniya**

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# Objectives



## ➤ Foster Cross-Disciplinary Collaboration

Encourage students from diverse academic backgrounds to work together and create innovative solutions for individuals with disabilities.

## ➤ Promote Digital Design Skills

Provide hands-on training in 3D printing and related technologies to empower students to design practical, assistive devices.

## ➤ Empower Disabled Individuals

Engage individuals with disabilities (referred to as "need-knowers") in the development process, ensuring the resulting solutions are meaningful and effective.

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# Team Guidelines

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## Selection

- 8 teams will be selected to compete at Make-A-Thon
- Teams will be selected by a panel of judges before the competition
- Selected teams will be informed by 20th January 2025.

## Team Composition and Eligibility

- Each team must consist of six (6) undergraduate students.
- Eligibility:
  - Priority will be given to the teams consisting of undergraduates from the fields of Engineering, Technology, Science, Medical Sciences, Occupational Therapy, Design/Creative Arts, or related disciplines
  - Prior experience in AutoCAD, 3D design, or 3D printing is preferred



## Mentorship and Guidance

- Teams will get a training on 3D printing of assistive devices by team of experts prior to the event.
- Teams will have access to mentors, including occupational therapists and technical experts, to refine their designs and prototypes during the event.



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# Rules and Regulations

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## Participation

- All team members must be registered undergraduates.
- Each team must submit their registration form by the deadline.
- All the CVs of the participants must be submitted through the registration form.
- Initial selection will be based on the skills and relevance of the team members.

## Prototyping

- Teams are responsible for developing functional, innovative, and practical assistive device prototypes during the competition.
- All designs must adhere to the guidelines provided during the pre-event workshop.

## Use of Resources

- Organizers will provide 3D printers, design software, and essential tools for prototyping.
- Teams must use the resources responsibly and within the allocated time.

## Code of Conduct

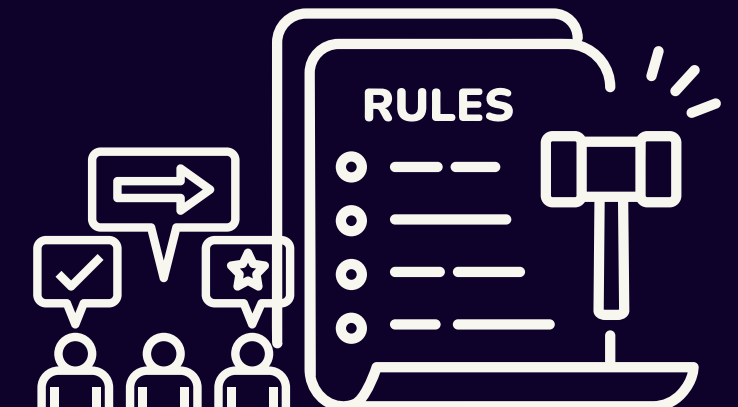
- Teams must maintain professionalism and respect toward all participants, mentors, and organizers.
- Any form of plagiarism or misconduct will result in disqualification.

## Collaboration with Need-Knowers

- Teams must engage with their assigned need-knower to understand their challenges and design solutions tailored to their needs.

## Presentation and Judging

- Teams will present their final prototypes on the final day to a panel of judges.
- The presentation must include a demonstration of the prototype and an explanation of its impact and practicality.



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# Prizes and Awards



AWARDS	PRIZE
<b>Grand Prize</b>	LKR 100,000 Award and Certificates
<b>First Runner-Up</b>	LKR 75,000 Award and Certificates
<b>Second Runner-Up</b>	LKR 50,000 Award and Certificates

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# Supporting Partners and Organizers

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# Thank You!

For inquiries and further details, please contact

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**Faculty of Computing and Technology**  
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*Join us to innovate, collaborate, and make a difference!*

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