

STEMROBO STEAM INNOVATION LEAGUE 2026

VIDEO SUBMISSION CRITERIA — ALL CATEGORIES

To be submitted after successful team registration

1. InnoSDG Quest — Open Innovation Challenge (Grades 6–11)

Every registered team must submit **one project video**, with a **minimum duration of 3 minutes** and a **maximum duration of 5 minutes**. The video must include **all the required segments specified under the respective category**.

Time	Segment	What the video must show
0:00 – 1:00	Team Introduction	Team name; School name; SIL Unique ID; Mentor's name; introduction of each team member with their specific roles & responsibilities; City, State, Country.
1:00 – 5:00	SDG Theme & Alignment	The UN SDG(s) chose the real-world problem linked to that SDG; why the problem matters.
	Project Details	Explanation of the idea, the technology/hardware/software used, and how the proposed solution works.
	Working Demonstration	A clear, working demo video of the actual functioning prototype (not just a concept/CAD model).
	Real-World Implementation & Impact	How the solution can realistically be implemented; what problem it solves; social, environmental, or economic impact and scalability.

2. Innokit Maker League — Tappy Bot Kit (Screen-Free Robot Kit, Grades 1–5)

2A. Robo Soccer Challenge

Every registered team must submit **one project video**, with a **minimum duration of 3 minutes** and a **maximum duration of 5 minutes**. The video must include **all the required segments specified under the respective category**.

Time	Segment	What the video must show
0:00 – 1:00	Introduction	Team name; School name; SIL Unique ID; Mentor's name; introduction of each team member with their specific roles & responsibilities; City, State, Country.
1:00 – 5:00	Match Gameplay	Ball must be placed at the centre of the mat before play; team attempts maximum goals within 4 minutes; the Tappy Bot must be repeatedly retrieved and repositioned from its own goal area (not left mid-field); clearly show robot control/accuracy and team coordination.

2B. Best Rangoli Art Challenge

Every registered team must submit **one project video**, with a **minimum duration of 3 minutes** and a **maximum duration of 5 minutes**. The video must include **all the required segments specified under the respective category**.

Time	Segment	What the video must show
0:00 – 1:00	Introduction	Team name; School name; SIL Unique ID; Mentor's name; introduction of each team member with their specific roles & responsibilities; City, State, Country.
1:00 – 5:00	Rangoli Design & Storytelling	Using only coding cards, the Screen-Free Robot draws the Rangoli pattern on the provided A3 sheet — circles, squares, hexagons, right angles, straight lines, and custom combinations. The team must also narrate the STORY behind the design: what the Rangoli pattern represents or symbolises, the theme/inspiration, and how geometry & coding were used to create it.

3. Tinker Orbits Kit (AI & IoT Kit, Grade 3-5) — "Think • Tinker • Transform"

Every registered team must submit **one project video**, with a **minimum duration of 3 minutes and a maximum duration of 5 minutes**. The video must include **all the required segments specified under the respective category**.

Time	Segment	What the video must show
0:00 – 1:00	Team Introduction	Team name; School name; SIL Unique ID; Mentor's name; introduction of each team member with their specific roles & responsibilities; City, State, Country.
1:00 – 5:00	Problem Identification	The real-life problem being addressed and its relevance.
	Solution Explanation	Circuit design, code logic, and exactly which Tinker Orbits modules/sensors were used.
	Design & Prototype	Physical structure, connections, and a working demonstration of the functional prototype.
	Impact	Practical relevance, scalability, and real-world usefulness of the solution.

General Guidelines for All Video Submissions

- Video must be filmed in landscape orientation with clear audio — all team members should be visible and audible during the introduction.
- The SIL Unique ID must be clearly spoken.
- Mentors/parents may guide preparation but must not appear performing the core build, coding, or gameplay — this must be done by students.
- Do not exceed the total time limit for each category.
- Keep the project functional and demonstrable on camera.
- The video file name should be saved only using the SIL Unique ID.
- **Authenticity:** The project demonstration must be recorded authentically. Excessive editing, cuts, or manipulated footage that misrepresents the actual working of the project may lead to disqualification.

Video Technical Guidelines

- **Recommended Format:** MP4 and MOV
- **Maximum File Size:** 500 MB
- **Recommended Resolution:** 720p or above