

Rules and Parameters

- Each team should consist of 4-6 undergraduate students.
- The event schedule and other pertinent information will be included in the Maker's Toolkit (Google Drive folder) that participants will be given access to starting Friday, January 26th. Information will also be available on the [Make-A-Thon website](#).
- If a participant cannot make a mandatory event (**bolded and italicized** on the event schedule), they must inform a member of committee
- The design prompt will be released at the Kick-Off Event, which will be held on Friday, January 31st, before teams have access to mentors and materials. Any attempt to access the prompt before then will disqualify a team.
- While contact with professionals and scientists at the event is highly encouraged, contacting professionals outside of the event for design ideas and help will disqualify a team.
- Prototyping for this year's competition is required. A tangible prototype will be beneficial in conveying your design to the judges and will carry weight in the judging criteria.
- The use of software or prototyping devices not outlined in the Maker's Toolkit must be approved by the Makeathon Committee.

