

The IbTIECar competition

Detailed submission guidelines

Please prepare a report, not more than 12 pages and not less than 6 pages including title page. This report should describe the major elements of your project and you have to use tables, lists, photos and diagrams as much as possible. Do not relate your report to competition judging, but tell us about your project in consistent way. Focus on the most important elements of your project. Submission as a PDF is preferable; however word documents will be accepted as well.

Report Content:

1. THE COVER PAGE

The cover page includes the project title, team members name, supervisor's name, assistant(s) names, department and university information. Place the logo of your university. A good way to develop a title is to list about 10 words that are most relevant to the project, then pick enough of them to capture the important points. Then, arrange them in one sentence.

- Keep it simple and short.
- Try to develop a phrasing that captures attention but concisely represents your project.

2. ABSTRACT

It should describe the entire project in one or two paragraphs, 100-150 words. The summary should comprise about 1/2 page, and briefly present the contents of the report. State the problem, your approach and solution, the main contributions, result and conclusion. Although the Abstract is located at the beginning of a report, it should be the last item written.

3. ABBREVIATIONS AND TERMS (If any)

4. TABLE OF CONTENTS

5. INTRODUCTION

The Introduction of a technical report is very important. By the time a judge has finished the Introduction, he's probably made an initial decision about your project. It serves the following purposes:

- It provides the background and significance of the topic or problem.
- It explains the aim or goal of your project.
- It provides a brief overview of the report and the project.

Here is the Stanford InfoLab's (<http://infolab.stanford.edu/>) patented five-point structure for Introductions: The Introduction should consist of five paragraphs

answering the following five questions: What is the problem? Why is it interesting and important? Why is it hard? (E.g., why do naive approaches fail?) Why hasn't it been solved before? (Or, what's wrong with previous proposed solutions? How does mine differ?) What are the key components of my approach and results?

You may also explain the motivations and reasoning behind the development of your project and include any specific limitations.

6. BACKGROUND RESEARCH AND RELATED WORK.

Similar systems/ application, and why you are different.

7. NOVELTY.

Novelty of your application, algorithm, architecture, and design (the newness in your project and the development efforts)

8. METHODOLOGY

Normally the Project Methodology section describes your project and experiments in detail. Include detailed architecture, low level design, algorithms, deviations, special cases, error analyses, limitations and deeply explain the used technologies.

9. HIGH LEVEL ARCHITECTURE OF THE SYSTEM

Component level diagram and description of subcomponents.

10. RESOURCES.

List all resources that have been used to develop your product/ service including hardware, development environment, tools, etc. Please quantify your answers as much as you can.

11. TEST AND RESULTS.

12. PRODUCT FEATURES

List all features provided by your prototype. This section should be in bullets format.

13. PRACTICAL DEPLOYMENT

How your project can be applied in real life.

14. VALUE

Define the potential market size of your project, the value of your project products to your customers/beneficiaries and the approximate costs of getting your products in

your customer's hands. This does not need to be detailed analysis, but must indicate that you can provide your product for significantly much value to your customer.

15. **CONCLUSION.**

16. **REFERENCES.**