

# EVOLVE 2.0

ORGANIZED BY ELECTRONICS STUDENTS' SOCIETY  
UNIVERSITY OF KELANIYA



# CONTENT

ABOUT US .....	PAGE 03
EVOLVE 2.0 .....	PAGE 04
OVERVIEW .....	PAGE 05
OBJECTIVES .....	PAGE 06
WHY YOU SHOULD PARTICIPATE IN EVOLVE 2.0 ? .....	PAGE 07
TIMELINE .....	PAGE 08
REGISTRATION & GUIDELINES .....	PAGE 09
EVENT GUIDELINES & JUDGING CRITERIA .....	PAGE 10
AWARDS .....	PAGE 11
CONTACT US .....	PAGE 12







# ABOUT US

The Physics and Electronics Department at the University of Kelaniya has proudly served as a student-led organization for the past 19 years. Under the guidance of the department, we are dedicated to creating a vibrant and engaging environment for students, encouraging personal growth through collaborative projects and social interactions focused on electronics.

Our mission is to empower students by providing opportunities for academic and professional development. Throughout the year, the Physics and Electronics Department organizes a wide range of activities, including guest lectures, hands on workshops, educational seminars, and competitive events, all aimed at enriching students' knowledge, skills, and real-world experience.

We are deeply committed to fostering a culture of inclusivity, diversity, and equality. The Physics and Electronics Department warmly welcomes students from all backgrounds, promoting a supportive and respectful space where everyone has the chance to thrive. Over the years, the department has hosted numerous impactful events, such as electronics-based exhibitions, industry field visits, and technical competitions. These initiatives have significantly contributed to the practical and academic development of our undergraduate members, preparing them for future challenges in the field of electronics.



# **EVOLVE 2.0**

Last year marked the successful completion of Evolve 1.0, which included a hackathon competition and awareness sessions conducted at both school and university levels. Building upon that foundation, this year's Evolve 2.0 will feature a range of exciting activities as previously showcased.

Organized by the undergraduates of the Bachelor of Science in Physics and Electronics degree program at the Faculty of Science, University of Kelaniya, "EVOLVE 2.0" is a project designed to immerse participants in the core aspects of research, problem-solving, and prototype development.

The key goal of this initiative is to nurture a culture of innovation and critical thinking among students from both schools and universities. As part of the hackathon, a school level category named "Evolve 2.0 Jr." has been introduced. This category aims to give school students a platform to showcase their talents and will be conducted in two phases.

All participants, regardless of category, will have the opportunity to attend an awareness session led by industry professionals. These sessions are intended to enhance the students' abilities and provide valuable guidance to elevate their projects, giving them a stepping stone toward becoming professionals or even experts in their fields.

Evolve 2.0 is committed to offering opportunities for all capable students. Therefore, a focused awareness program is being conducted to help students sharpen their skills and better support their innovative projects.







# OVERVIEW

The project kicks off with an awareness session for all participants, where they will be introduced to key concepts such as identifying problems, developing solutions, and creating prototypes.

After the awareness session, participants will have 10 days to explore a problem, develop a solution, and compile a project report.

Teams can consist of up to five members, and there is no limit on the number of teams that can be submitted by a school or university. Throughout the competition, selected teams will receive valuable certificates and cash prizes in recognition of their efforts.

In the university category, submitting a prototype is mandatory, while in the school category, it is optional. However, including a prototype may provide a competitive advantage. Once the project reports are submitted, they will be evaluated, and 10 teams will be chosen as finalists for the hackathon.

These finalists will then present their projects to a panel of judges. At the final stage, three winning teams from the hackathon will be selected and awarded certificates and cash prizes.







# OBJECTIVES

Encourage a research-oriented mindset among participants by introducing them to research methodologies and problem-solving techniques. Teach them how to identify real-world problems and propose feasible solutions. Inspire participants to think creatively and develop innovative ideas that address current societal or technological challenges. Provide practical experience in project development, including prototype creation, to connect theoretical knowledge with practical application. Additionally, help participants improve their presentation and communication skills.







# WHY YOU SHOULD PARTICIPATE IN EVOLVE 2.0 ?

- Valuable certificates for all participants and printed certificates for Finalists.
- Opportunity to widen your knowledge in the field through awareness sessions.
- Opportunity to gain corporate exposure.
- Development of Innovative Mindset.
- Cash prizes for Winners.
- Opportunity to develop soft skills.
- Tackle real-world challenges.
- Develop problem-solving skills.
- Opportunity to be promoted in Digital Medias as winning teams.
- Mentors allocated for each finalist team.





# TIMELINE







# REGISTRATIONS & GUIDELINES

- Each participating school is permitted to present a maximum of two teams for the competition.
- Competitors have the option to register either individually or as a team, with a minimum of two competitors and a maximum of five competitors per team.
- Competitors are required to devise an innovative solution for an existing real-world problem.
- Registration will commence on May 22nd and conclude on June 17th.
- Registration must be completed through the EVOLVE website. In the event of any difficulties with online registration, alternative registration methods are available by contacting the mentioned contact numbers.
- If there is a need to replace team members after successful registration, replacements must be made within the registration period.
- Submissions or modifications to proposals should be completed within 10 days after the awareness session.
- While the provision of a prototype is not mandatory, it will be regarded as an additional advantage

**Should you require any further assistance, please do not hesitate to contact:**

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# EVENT GUIDELINES & JUDGING CRITERIA

- The awareness program is scheduled for 27<sup>th</sup> June.
- Teams are required to participate in the competition alongside a responsible person.
- Following the submission period, the top 10 proposals will be carefully evaluated and announced.
- Stay updated on announcements regarding the selection process through the official website, email notifications, and the Facebook page.
- Teams are required to develop a proposal and present it before a panel of judges.
- Candidates are allowed to present in their preferred language (Sinhala or English).
- As the judge panel may pose spontaneous questions related to the project, each member of every team should possess a comprehensive understanding of their project.
- The allotted time for the presentation of each team is 10 minutes.
- In the event of a prototype, its demonstration may follow the presentation of the project.
- In adherence to the presentation guidelines, three reminders will be issued.
- The first bell will signal at the 7<sup>th</sup> minute mark, followed by the second bell at the 9<sup>th</sup> minute to signify the conclusion.
- The final double bell will be sounded at the 10th minute to signify the end of the presentation.
- Each team member is required to contribute to the presentation in alignment with the proposal.







# AWARDS FOR SCHOOL CATEGORY

**AWARDS AND CASH PRIZES** FOR WINNERS AND **CERTIFICATES** WILL BE ISSUED FOR PARTICIPANTS.



**RUNNERS UP**  
**30,000 LKR**



**WINNERS**  
**50,000 LKR**



**2<sup>ND</sup> RUNNERS UP**  
**20,000 LKR**







# CONTACT US



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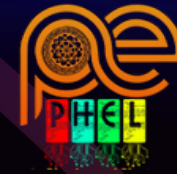




# THANK YOU!



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