

# RoboRAVE Greece

Today's Play, Tomorrow's Pay



## Entrepreneurship - Entrepreneurial

Official handbook 2026

RoboRAVE Greece

Our slogan is : "Today's Play, Tomorrow's Pay."

**RoboRAVE Greece**  
Today's Play, Tomorrow's Pay

**RoboRAVE**  
International  
A Collaborative Robotics Program

## 1. Overview

### 1.1 What is the Entrepreneurship competition?

The Entrepreneurial competition is an innovative competition that connects technology with the world of business. In this unique challenge, teams are invited to design and present a robotics project that combines technological excellence with commercial value. The goal is to design and promote a product or service that can solve a problem or need in everyday life, society, the technology sector, etc. The competition acts as a testing ground for ideas that can shape the future of technology competitions or lead to successful business ventures, inspiring participants to see beyond conventional boundaries.

As the competition progresses, teams create projects that showcase their ideas as functional prototypes. At the same time, participants are asked to develop marketing strategies, creating promotional materials that present their project -product as the next big innovation in technology.

Entrepreneurial stands out from other challenges as it cultivates a unique blend of STEM (Science , Technology, Engineering, Mathematics) skills and entrepreneurial spirit. It is an excellent opportunity for participants to explore the intersection of technology and business, preparing them for the multifaceted and dynamic world of technological innovation.

### 1.2 Who can compete on a team?

Entrepreneurial is offered to competitors in the following age categories:

- 1) Ages 6-10 (Elementary School) - Born 2016 -2020
- 2) Ages 11-14 (Middle School) - Born 2012 -2015
- 3) Ages 15 -18 (High School) – Born 2006 -2011

In the event that there are no more than 5 teams in an age category, then the categories will be merged. The judging and scoring will be unified.

Teams must consist of **1-5 competitors** . Teams with more than 5 members will not be allowed to compete in the competition or will be required to register additional teams to compete.

### 1.3 What are the requirements for the robot?

Projects must meet all of the following criteria to be eligible :

- 1) The total cost of the project does not exceed 3,000 euros.
- 2) Projects and robotic constructions can be built from any platform and material .
- 3) Multiple sensors, motors, and processing units can be used.

- 4) The robot can be autonomous or use remote control functions. Devices such as remote controls or tethers can be used to control the robot.
- 5) Robots must demonstrate the solution to a team's product idea. The proof - of - concept should demonstrate the intended use of the product and is not intended to be a minimally viable product.
- 6) The robot must demonstrate input-processing-output logic.
  - a. The input-processing-output logic is intended to highlight some of the product's functions .
  - b. Examples might include an input from a sensor or button, which is processed in a program and produces a motor movement or display on the screen as output.

## 2. Operation of game

### 2.1 How works a official game;

Preparation:

- 1) The groups will begin to they set up the their kiosk in determined space presentation.
- 2) The kiosks could include the prototype product, posters, professional cards / brochures, advertising video, banner etc.

Period vote :

- 1) The groups must remain to the their benches to present to the judges and audience (voters) who pass their product and to prove of the functionality.
- 2) The groups can also distribute business cards / brochures or present the functionality of product. However, it is always recommended to remains at least a member of group in presentation space.
- 3) In a determined time the day, each group has a 5 minutes period crisis from a small group professionals, judges and / or VIP .
- 4) In the end of the day there will be announced the winners of the awards. There are two categories of awards: People 's Choice and Judge 's Choice . The three best teams from each category are awarded.

### 2.2 What are the rules in a official game;

- 1) THE Head Judge will ensure that or group and the robot comply with rules. If the Head Judge believes that some from If the eligibility criteria are not met, he will determine further actions.  
A group or a robot that not fulfills the criteria eligibility must make changes based on the decision of Head Judge.
- 2) THE Head Judge will ensure that the groups will have in disposal their one space kiosk 3 x 3 meters with table dimensions 120cm x 50 cm, 2 chairs and

electricity nearby. The team must bring a 3-meter extension cord.

3) The points People 's Choice are won via votes from others contestants, volunteers, spectators or VIP . Every vote is being carried out using a token electoral center (ballot box).

-All the voters may to vote only once .

-Everyone present at the competition venue can vote.

The groups may to distribute only professional cards and brochures where they promote the robot, the product or the their group.

### **3. Construction specifications**

#### **3.1 What dimensions should the structure have?**

All of his constructions fight will must to meet the following criteria:

1) The constructions must to fit within of space kiosk of 3x3 meters where provided in each group.

2) The groups must have their project ready for demonstration.

3) The Groups can have business cards or 1-page business brochures.

The professional cards must indicate the name the group and the name of product.

The brochures must include the name the group, the name of product and information about the product.

4) The groups can also have an advertising video 60-90 seconds in the laptop screen or projector .

The video could include demonstrations products, interviews or others promotional actions and material.

5) The groups can optionally have characteristics presentation, such as posters, banners etc.

### **1. Points and rating:**

The group with most public votes will win the prize People 's Choice , while the group with the most judges' votes wins the Judge 's Award . Choice .

#### **4.1 How the grades from the public votes are awarded?**

- The votes are measured from volunteers and not are revealed public, despite only or final rating.

#### 4.2 How the grades are awarded from judges?

In the event each group will have 5 minutes to present the their idea in a small group judges.

Issue / Problem to be resolved		Solution to the problem		Presentation	
<b>Problem</b> 10 points	Has the problem presented a real challenge/problem?	<b>Operation</b> 15 points	Does the project have an interesting/complex solution?	<b>General presentation</b> 15 points	How good is the overall presentation/appearance of the team?
<b>Research</b> 5 points	To what extent was research conducted?	<b>Uniqueness</b> 15 points	How unique/innovative is the solution?	<b>Build quality</b> 10 points	Does the project have construction quality?
<b>Solution</b> 5 points	Does the proposed solution address the problem?	<b>Sustainable solution</b> 10 points	Is the proposed solution sustainable?	<b>Argumentation</b> 15 points	Were the contestants well prepared?
Subtotal (maximum 20 points)		Subtotal (maximum 40 points)		Subtotal (maximum 40 points)	
Total (maximum 100 points)					
Comments:					
Team name:					

- The groups have until and 5 minutes for to present to the judges and then the judges will they do questions in the group. It is expected that all the members group to be present in the review commission.
- The judges can consist of from professionals of industry, VIP or RoboRAVE volunteers Greece. .

**Entrepreneurial:Καινοτομούμε, Δημιουργούμε, Επιχειρούμε!**