

Terms & Conditions

SKU IoT'26 Challenge



These Terms and Conditions ("T&Cs") govern participation in the SKU IoT'26 Challenge (the "Competition"). By registering or submitting an entry, you agree to these T&Cs. Please read them carefully

The purpose of SKU IoT'26 challenge

The SKU IoT'26 Challenge aims to empower the next generation of IoT innovators by:

- Encouraging students to develop cutting-edge IoT applications that address real-world challenges.
- Fostering creativity, technical skills, and teamwork.
- Providing a platform for participants to showcase innovative solutions, gain recognition, and potentially turn ideas into marketable products.
- Promoting hands-on experience with IoT technology while aligning sustainable development goals.

The Competition focuses only on School Category (Grades 6-13).

Eligibility & Right to Participate

Who Can Participate:

- E School Category: Students in Grades 6-13 from any school in Sri Lanka. Teams must include at least one member from Grade 10+ (basic programming knowledge preferred).
- Teams must consist of 3-4 members.
- All participants must ensure their submissions do not infringe on any third-party rights, including intellectual property, privacy, or publicity



Registration Deadline

Registration and proposal submissions must be completed by April 10, 2026 (11:59 PM).

Competition Structure

Registration:

Teams must register via the Competition [website](#). Provide team name, category, member details (full name, email, phone, student ID if applicable), and agree to the T&Cs.

Submission:

- Submit proposals in English outlining your IoT project, including technical specifications and implementation plans.
- Proposals must follow the guidelines provided. Use of AI tools for enhancement is allowed, but fully AI-generated proposals will be disqualified.
- One team can submit only one project per category.

Workshops and training sessions will be held online and physically to support participants. Attendance is encouraged.

Communication

- Official communications will be sent via email to the team leader.
- Teams must check their emails regularly for updates and announcements.
- Apart from emails, a WhatsApp channel will be available for quick updates, and FAQs on the website will provide additional information.



Code Of Conduct

- Always maintain professionalism and integrity.
- Plagiarism, unethical behavior, or misuse of AI will lead to immediate disqualification.
- AI tools are allowed for assistance, but projects primarily created by AI will be disqualified.

Intellectual Property & Confidentiality

- Teams retain full ownership of their intellectual property.
- By participating, teams grant the organizers a non-exclusive license to use submissions for promotional purposes (e.g., showcasing on the website or in media).
- The organizers and judges will treat submissions confidentially, but public announcements of winners may include project details.
- If a judge or sponsor expresses interest in a submission, the organizers will seek the team's permission before sharing contact details.

Liability and Disclaimers

- The organizers are not responsible for any loss, damage, injury, or technical issues arising from participation, including but not limited to internet failures, data loss, or equipment malfunctions.
- Participants participate at their own risk and agree to indemnify the organizers, sponsors, and their affiliates against any claims related to their submissions or actions.
- The organizers make no warranties regarding the Competition or prizes.



Modifications And Cancellation

The organizers reserve the right to modify these Terms and Conditions (T&Cs), the Competition schedule, or cancel the event due to unforeseen circumstances (e.g., technical issues, force majeure). Participants will be notified of changes

Contact

For inquiries, please email skuiotchallenge@gmail.com visit our website, refer to our WhatsApp channel and FAQs.

By participating, you confirm you have read, understood, and agreed to these T&Cs. The organizer's decisions are final.