

Delegate Booklet

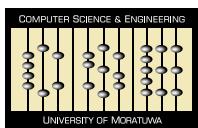


Table of Contents

01.	About Robogames -----	02
02.	Overview of the School Category -----	03
03.	Overview of the University Category -----	04
04.	Overview of the Open Category -----	05
05.	Event Timeline -----	06
06.	Team Guidelines -----	07
07.	Prize Pool -----	08
08.	FAQs -----	09
09.	Contact Details -----	11

About Robogames

IESL RoboGames is an annual robotics competition organized by the Department of Computer Science and Engineering at the University of Moratuwa, together with the ITCE Sectional Committee of the Institution of Engineers, Sri Lanka (IESL) and in partnership with **SLT Mobitel**. The event aims to support and develop young talent by encouraging interest and skills in engineering and technology.

The competition has three categories: School, Undergraduate, and Open. For the School and Undergraduate categories, workshops and awareness programs are conducted to introduce students to robotics in a simple and practical way. These programs help improve learning, boost creativity, and motivate students to become future engineers and innovators.

MISSION

The mission is to bridge the gap in robotics education by providing all students around the country with hands-on training and guidance, empowering them to apply their knowledge in real-world challenges, and grow as future engineers and technologists.



Overview of the School Category

The School Category is designed for school students, with the aim of **introducing them to the fundamentals of robotics, coding, and logical thinking** in an engaging and accessible way. The competition focuses on programming robots to perform specific tasks within a defined play area, encouraging students to apply creativity and problem-solving skills in a practical setting. There is a series of workshops, providing all the necessary knowledge that is required for the competition.

Participants **are not required to build their own robots**, as **all necessary robotic equipment will be provided by the organizers**. This ensures equal opportunity for all students, regardless of access to technical resources, and allows them to focus on learning and innovation rather than hardware complexity.

This category contributes to society by promoting early exposure to STEM education, fostering curiosity and interest in technology among young learners. It helps develop essential skills such as teamwork, analytical thinking, and adaptability, while inspiring students to explore future careers in engineering, science, and technology.

Overview of the University Category

This Category of the competition encourages teams to **explore innovative and creative solutions in autonomous drone technology**. This category provides participants with the freedom to design and implement their own approaches using custom hardware, software, and algorithms.

The focus is on demonstrating **full autonomy, intelligent decision-making, and practical application of drone systems in real-world inspired scenarios such as search and rescue missions**. Teams are evaluated not only on task completion but also on originality, system integration, robustness, and overall effectiveness of their solution.

This category highlights cutting-edge developments in autonomous navigation, computer vision, and aerial robotics.

Overview of the Open Category

In the Open Category, participants **design and build combat robots that compete in head-to-head knockout battles**. The goal is to test each robot's strength, agility, strategy, and durability in a controlled arena. **Matches are conducted in a knockout tournament format**, culminating in a final round to determine the champion.

This category encourages **innovation, teamwork, and problem-solving skills**. By engaging in high-intensity competitions, participants gain hands-on experience in engineering, electronics, and programming, while learning to apply strategic thinking under pressure.

Beyond individual skill development, the Open Category also contributes to society by inspiring young innovators and promoting interest in STEM fields. It demonstrates the real-world applications of robotics and encourages creative solutions to engineering challenges, fostering a culture of innovation, technology awareness, and scientific curiosity in the broader community.

Event Timeline

DEC
2025

JAN
2026

FEB
2026

MAR
2026

01

Launch of Robogames

02

Registrations open for participants

03

Awareness Session

04

Initial Task Revealed

05

Registrations Close

06

Initial Task - Workshop 1

07

Initial Task Submission Deadline

08

Semifinalists Revealed & Task revealed

09

Semifinal Task - Workshop 2

10

Semifinal Task Deadline

11

Finalists Revealed & Final Task Released

12

Grand Finale

Team Guidelines

- Each team must consist of a minimum of **1 and a maximum of 5 members**.
- All the team members should be **affiliated with the same organization (school/university)**
This restriction **does not apply** for the **Open category**.
- **Always submit your own work.** Make sure your code, designs, and video represent your team's genuine efforts.
- For the Open category, the team should ensure that the **robot is built according to the given specifications** and operates within the allowed size and initial position.
- Each team **must comply with all competition rules**, safety regulations, and judges' instructions at all times.
- Be prepared to **submit your project along with a clear demonstration video** before the submission deadline.

LKR
100 000

LKR
75 000

LKR
50 000



School & University Category Prize Pool

LKR
120 000

LKR
80 000 LKR
50 000



Open Category Prize Pool

FAQs

- **Do we need to build our own robots?**

For school and university categories, you'll be provided with the robot. For open you will need to make your own Battlebot

- **Is the competition physical or virtual?**

The first stages will be held virtually using Webots platform and the finals will take place physically at University of Moratuwa

- **Can you participate in two categories at the same time?
(Eg: School and Open)**

No you can only participate in one

- **Are there any prerequisites for School and University categories?**

No we will provide you necessary support and guidance

- **Who can participate for each respective category?**

School - Current school students and recent school leavers.

University - Current undergraduates from any recognized university

Open - Open to everyone.

- **Who can participate for each respective category?**

Follow the link <https://robo.cse.mrt.ac.lk/register> , select your category and fill in the details

Contact Details



Chairperson

Praveen
Nawaratne

+94 77 385 3091

praveenn.23@cse.mrt.ac.lk



Vice Chairperson

Thilakshan
Balakrishnan

+94 77 107 6556

thilakshamb.23@cse.mrt.ac.lk



Delegate Handling Committee Lead

Hasini
Lawanya

+94 70 153 0016

lawanyakkhg.23@cse.mrt.ac.lk



Selection & Technology Committee Lead

Nadeesha
Jayamanne

+94 71 903 1816

nadeeshaj.23@cse.mrt.ac.lk