

# **Terms and Conditions: Mystery Engineering Box Competition**



The "Mystery Engineering Box" competition is an exclusive STEAM-focused academic challenge organized by Shape Robotics, aimed at inspiring innovation, creativity, and teamwork among students. By participating, schools, teachers, and students agree to comply with the terms and conditions outlined below.

# 1. Registration and Mystery Box Activation

## 1.1. Registration Deadline

Registrations for the competition must be received by Shape Robotics no later than April 10<sup>th</sup> 2025, 11:59 PM (GMT +1).

## 1.2. Receiving the Mystery Engineering Box

Each invited or registered school will receive the **Mystery Engineering Box**, containing essential STEAM components and materials.

## 1.3. QR Code Registration Requirement

- Upon receiving the Mystery Engineering Box, teams must scan the QR code printed on the outer packaging to access the competition's official landing page.
- Carefully review the Competition Guidelines to ensure compliance with all rules and requirements.
- Open the first drawer of the Mystery Engineering Box to locate the competition ticket. Scratch the designated area to reveal your unique registration code and enter it in the "*Register Your Code*" section on the competition's landing page.
- Registration must be completed before beginning the challenge to verify eligibility and confirm participation. A confirmation email will be sent upon successful registration.
- Each team will be assigned a Guide from Shape Robotics, who will maintain direct communication with the coordinating teacher throughout the competition.

## 1.4. Box Contents

Each Mystery Engineering Box contains a curated selection of STEAM tools and components designed to foster creativity and innovation

The tools provided can be applied in domains such as:

- Robotics and Automation;
- Sustainability and Renewable Energy;

- Artificial Intelligence and Data Science;
- Space Exploration and Aerospace Technology;
- Health and Biomedical Engineering;
- Smart Cities and Future Mobility;
- Creative Technologies (VR, AR, Art-Tech Integration).

The approximate value of each Mystery Engineering Box is €1000.

Shape Robotics reserves the right to alter the contents of the Mystery Engineering Box without prior notification based on availability, improvements, or logistical constraints. The replacement of items will be of equal or greater value to ensure all teams receive sufficient materials for the competition.

All contents of the Mystery Engineering Box which remain unused following completion of the project shall become the property of the participating school.

## 1.5. Unboxing Video and Experience

Teams are strongly encouraged to film their unboxing experience and share it on social media, as teams are awarded extra points for completing this step.

Participants should use the unboxing enhancements provided, as well as any other materials they deem fit to make their video fun and engaging.

Unboxing videos shared on social media should tag @ShapeRobotics and use the hashtag #MysteryEngineeringBox.

Bonus points will be awarded for creative unboxing videos submitted with the final project.

# 2. Competition Rules

## 2.1. Team Formation

Each team may have a **maximum of 5 students** and **2 assisting teachers**.

Participants must be aged between **14 and 18 years** and enrolled in the participating school.

Schools may register multiple teams, provided each team follows the participation limits.

## 2.2. Project Requirements

1. Teams must connect a minimum of 5 modules to the Arduino® microcontroller board supplied with the Mystery Engineering Box.
2. The use of Shape Robotics' Fable® robots is mandatory in all projects.
3. Other SmartLab tools (such as 3D printers, VR headsets, 3D pens, scanners, and art & craft materials) are optional but encouraged. These tools can earn extra points under the "*Diversity of Tools Used*" criterion in the judging process.
4. Additional materials may be used only if their total cost does not exceed €150. Schools must submit an expense report for any such additional expenses.

## 2.3. Submission Deadline

All project submissions must be **completed online by June 1<sup>st</sup>, 2025**. Late submissions will not be accepted.

Participating teams that fail to submit their projects by the specified deadline will be disqualified. Additionally, they must return all original contents of the Mystery Engineering Box to Shape Robotics and will forfeit any right to reimbursement for any additional expenses referred to in Section 2.2. of these Terms and Conditions.

## 2.4. Video Presentation Requirements

Participating teams must submit a 5-minute video presentation that must include:

- I. **Team Introduction** – Names, roles, and the contributions of each team member, emphasizing teamwork;
- II. **Video Language** - All videos must be in English or with English captions;
- III. **Topic and Driving Question** – Clearly state the focus and purpose of the project;
- IV. **Hypothesis** – Initial assumptions and predictions;
- V. **Statistics and Process** – Data, methodologies, and insights gathered;
- VI. **Strengths and Weaknesses** – Honest analysis and reflections;
- VII. **Conclusions and Recommendations** – Summarized findings and proposed improvements.

Technical Video Requirements:

- Format: MP4, MOV, or AVI
- Resolution: 4K (3840 x 2160)
- Frame Rate: 24fps or 30fps
- Duration: Minimum 5 minutes, maximum 10 minutes

- File Size: Up to 2GB

Teams must demonstrate their collaboration by highlighting each member's role in the project development process. As the submission deadline approaches, the Shape Robotics Guide will provide instructions on how to upload the final video.

## 3. Evaluation and Judging

### 3.1. Judging Panel

The evaluation panel will consist of 5 members:

- 2 Professors (STEAM educators);
- 1 Entrepreneur;
- 2 Technology Experts.

### 3.2. Judging Criteria

Projects will be evaluated based on the following criteria:

Criteria	Weightage (%)
Creativity and Innovation	20
Alignment with the Topic and Driving Question	10
Functionality and Technical Execution	25
Diversity of Tools Used	20
Real-World Impact and Sustainability	10
Video Presentation Quality	15
Extra Points – Unboxing Video and Sharing on Social Media	10

### 3.3. Awards and Recognition

The top teams will receive the following prizes:

Placement	Prize
1 <sup>st</sup> Place	Trophy, Certificate, and a € 5,000 prize
2 <sup>nd</sup> Place	Trophy, Certificate, and a € 3,000 prize
3 <sup>rd</sup> Place	Trophy, Certificate, and a € 1,500 prize

Selected projects will be featured in a virtual or live showcase event.

The method of payment for all monetary prizes will be arranged directly with the winning teams once they have been officially announced.

## 4. Liability and Safety

Participants **must handle all components responsibly and follow proper safety procedures when working on their projects**. Protective gear (gloves, goggles, etc.) must be used where necessary.

Shape Robotics assumes no liability for injuries, damages, or accidents resulting from the improper use of the components or failure to follow safety instructions.

Schools and teachers are responsible for supervising students and ensuring that all activities are conducted safely.

**Teams must follow all safety guidelines provided by the manufacturers of each tool and component.** Manufacturer safety guidelines can be accessed on their official websites.

## 5. Intellectual Property and Media Use

Shape Robotics shall retain all rights to any and all intellectual property rights, whether registered or not, including but not limited to trademarks, patent rights, utility model rights, designs, trade names, copyrights and know-how relating to Shape Robotics' business and products and any other work, product, material, data or item supplied or to be supplied by Shape Robotics to the participating schools and teams under or in connection with this competition, including modifications, additions, improvements, discoveries, inventions and derivatives thereof (together the "**Intellectual Property Rights**"). Participating schools and teams acknowledge and agree that they shall not acquire any right, either in whole or in part, directly or indirectly, in any Intellectual Property Right and shall not have the right to request the registration of any Intellectual Property Right. All rights not expressly granted to the participating schools and teams herein are expressly reserved by Shape Robotics.

Upon the expiration of the competition described herein, the participating schools and teams shall cease to use any Intellectual Property Rights of Shape Robotics.

Participating schools and teams shall inform Shape Robotics of all acts of unfair competition and of any infringement of Shape Robotics' patents, trademarks or other proprietary rights of which the participating schools and teams become aware.

The intellectual property rights regarding any designs, industrial models, discoveries or innovations resulting from participation in the competition described herein are transferred to Shape Robotics upon the expiration of the competition described herein. The Parties agree that Shape Robotics has the right to obtain any forms of protection for its industrial property rights related to the mentioned designs and industrial models, including their registration in The Republic of Moldova, Romania, Poland, Denmark, at European Union level, or internationally, as applicable, at Shape Robotics' expense.



Shape Robotics reserves the right to feature projects, images, and videos on its platforms for promotional purposes, with appropriate credit.

## 6. Competition Modifications and Cancellation

Shape Robotics reserves the right to modify or cancel the competition due to unforeseen circumstances.

Any changes will be promptly communicated to all participants.

## 7. Disputes and Final Decisions

The **judges' decisions are final** and cannot be appealed.

## 8. Consent and Privacy Policy

By participating, teams and schools consent to the use of their names, images, and projects for promotional activities, in accordance with Shape Robotics' Privacy Policy, available [here](#) and our legitimate interests.

Any personal data collected will be used solely for competition purposes and handled in compliance with data protection laws.

## 9. Acknowledgement of Terms and Conditions

By participating in the Mystery Engineering Box Competition, all schools, teachers, and students acknowledge that they have read, understood, and agreed to these Terms and Conditions.

Participation constitutes a binding agreement to comply with all outlined rules, regulations, and safety guidelines.

## 10. Contact Information

For any questions or concerns, please contact Shape Robotics at:

- E-mail: [mysterybox@shaperobotic.com](mailto:mysterybox@shaperobotic.com)