

## EDMAT-46 Frequently Asked Questions (FAQ)

### General Questions:

#### 1. What is EDMAT-46?

EDMAT-46 (Engineering Development, Motivation, and Awareness Training) is an international academic and cultural exchange camp organized by the Engineering Society of Universiti Malaya (ESUM). It brings together students from various universities to engage in technical challenges, leadership activities, and hands-on prototype development. The camp emphasizes teamwork, problem-solving, and innovation, allowing participants to apply engineering principles in real-world scenarios.

For EDMAT-46, the program will follow a competition-based model inspired by Malaya Makerthon, where participants collaborate to design and prototype solutions to engineering challenges. The event also includes networking opportunities, cultural exchanges, and knowledge-sharing sessions to prepare students for future academic and professional endeavours.

#### 2. Is EDMAT-46 individual or team-based?

EDMAT-46 is a **team-based** event. Participants will collaborate in groups to tackle engineering challenges, develop prototypes, and compete in various activities. This team-based approach fosters problem-solving, teamwork, and innovation, aligning with the event's goal of equipping students with essential skills for real-world applications.

#### 3. How many participants can join EDMAT-46?

EDMAT-46 aims to accommodate **25 teams, equivalent to 100 participants**, ensuring a diverse and engaging experience for all attendees.

#### 4. Is participation limited to only the Engineering community? Can I invite friends from other faculties?

**No, participation in EDMAT-46 is not limited to the Engineering community.** While the event is organized by the Faculty of Engineering, we **welcome students from all faculties** who are passionate about innovation, problem-solving, and sustainability.

You are encouraged to **invite friends from other faculties** to join, as diverse perspectives and interdisciplinary collaboration can lead to more creative and impactful solutions!

#### 5. I have friends from other universities. Can we form a team together?

Absolutely! We encourage teams from diverse backgrounds.

#### 6. How to register?

You may register yourself via this Google Form link:  
<https://docs.google.com/forms/d/e/1FAIpQLSdQ948NTVzcuUvXSjL0hawd2GSdxZoTPsITSIbzbaB2alPccw/viewform?usp=sharing>

**7. When to register?**

The registration form will open from 10th March 2025 at 12:00:00 pm until 10th April 2025 at 11:59:59 pm (GMT +8).

**8. Can I withdraw from the event after registering?**

Yes, however, **no refund** is provided.

**9. What should I bring to EDMAT-46?**

Participants should bring a laptop, charger, extension cord notebook, and stationery to facilitate research, prototyping, and presentations. Personal essentials such as ID, a reusable water bottle, toiletries, and any necessary medications are recommended. A power bank, headphones, and an umbrella/raincoat may also be useful. Those staying at the provided accommodation should bring sufficient clothing, towels, and slippers for comfort. Optional items like snacks and a small backpack can enhance convenience.

**10. Will international participants receive assistance with visa applications?**

Yes, international participants will receive assistance with visa applications. The organizing committee will provide an official invitation letter upon request to support the visa application process. However, participants are responsible for applying for their visas and covering any associated fees. It is recommended to check visa requirements early and apply in advance to avoid any delays.

**11. Will these sessions/workshops be conducted online or physically?**

All sessions/workshops in the **EDMAT-46** will be conducted **PHYSICALLY**.

**12. Is food provided throughout the EDMAT-46?**

Yes, food will be provided throughout EDMAT-46 to ensure participants stay energized and focused. Meals and refreshments will be arranged during key event sessions, including breakfast, lunch, and dinner.

**13. Where will the EDMAT-46 occur and is it mandatory for participants to stay at the venue the whole time?**

EDMAT-46 will take place at the **Universiti Malaya**, Malaysia. While participants are **not required to stay at the venue overnight**, they **must be present at the event venue** every day to participate in the camp's activities.

Participants have the flexibility to either **stay at the provided accommodation** or arrange their stay outside the campus. However, punctual attendance at all scheduled sessions is mandatory to ensure full engagement in the program.

**14. Will accommodation be provided throughout the event?**

**Yes, optional accommodation will be provided for participants throughout EDMAT-46.** Participants have the option to stay at the designated accommodation arranged by the organizers or choose their own lodging outside. However, regardless of where they stay, all participants **must be present at the event venue every day** to fully participate in the event. Further details regarding accommodation arrangements will be shared closer to the event date.

**15. Will transportation be provided throughout the event?**

Transportation will not be provided for the event, and all participants are responsible for covering their own travel expenses to the venue. However, we will provide a detailed roadmap to help you navigate to Universiti Malaya. For international students, transportation will be arranged from the airport to the venue.

The only **exception** is for participants staying at the designated accommodation, for whom transportation will be provided to and from the event venue every morning and evening.

**16. Is there a dress code requirement for EDMAT-46?**

Participants will be provided an event T-shirt during that day and participants will be required to wear it after being informed. Please take note that revealing clothes, shorts that are above knee level, slippers or any other footwear that does not fully cover the feet are prohibited.

**17. Is there a WiFi connection available at the event location?**

Yes, a WiFi connection will be available during the EDMAT-46 to ensure that all the participants can work efficiently. However, it's recommended for participants to have their own data plan in case of emergencies.

**18. Who should we contact for further queries?**

For inquiries, kindly reach out to us via email at [edmat46th@gmail.com](mailto:edmat46th@gmail.com), or contact Khor Hong Jun (Director of EDMAT-46) via +6012-675 8577 (WhatsApp/Telegram), Teh Xiao He (Vice Director of EDMAT-46) via +60 11-2095 0259 (WhatsApp/Telegram), Mikha (Vice Director of EDMAT-46) via +60 12-681 3234 or through [Instagram](#).

**19. What if a participant doesn't feel well during the event?**

Participants should immediately inform the committees about the situation.

### **About the Competition:**

#### **20. How many members are allowed in a group?**

Teams may comprise a minimum of two and a maximum of four members. However, the registration fee is the same.

#### **21. How many teams are allowed to participate in EDMAT-46?**

There is a limit of 25 teams to join EDMAT-46.

#### **22. Can I change my team members after registration?**

You are not allowed to change your team members once the registration is made.

#### **23. What is the mode of execution for the EDMAT-46 makerthon session?**

The EDMAT-46 Makerthon session will begin with the release of the problem statement, followed by a briefing to introduce the Makerthon session structure. Participants will have the opportunity to select their preferred problem statement before starting the brainstorming process for their prototype. Once the problem statement is received, teams can begin developing their prototypes, with mentor sessions available to provide guidance throughout the process.

Teams will have two days to build their prototypes before proceeding to the pitching stage, which consists of two rounds: the preliminary round and the final round. During the preliminary round, teams will be divided into two rooms, where they will pitch their ideas. From each room, three teams will be selected to advance to the final round. All teams must submit their pitching slides before the designated deadline.

#### **24. What should be submitted by each team?**

For the preliminary round, participants are required to produce a physical or virtual prototype and submit it together with the pitching deck/slides for the pitching session. Participants who proceed to the final round are required to produce an MVP (Minimum Viable Product). Participants are required to submit their pitching slides through the link provided by the EDMAT-46 Organiser.

#### **25. Will certificates be provided to participants for their participation in the makerthon?**

E-certificates will be emailed to all participants.

**26. What other engineering components can be brought throughout the event?**

Participants are allowed to bring their own electronic components, materials and tools like 3D printers, filaments, LiPo batteries, motor drivers, sensors, saws, hammers and microcontrollers (e.g. Raspberry Pi, ESP 32, ESP8266, Arduino Nano, etc.) for the events.

**27. What are the requirements for those who brought their own electrical components?**

If participants have brought their own filaments made from different provided filaments (e.g. PLA+ is provided and the participant brings PETG or TPU) , the participants are required to use their own 3D printer as it is to prevent potential nozzle clogging of the provided 3D printer.

**28. During the Makerthon session, what should participants bear in mind?**

Participants should always take in mind that copying or plagiarism is strictly prohibited. The team will be directly disqualified if caught. Besides that, participants are also responsible for the safety and their own prototype during the session. Participants are not allowed to damage or disturb the prototypes of other teams. Participants could store their own prototype in the venue when the venue closes at 10.00p.m. All assembly, building, and machine usage must be done exclusively during the prototyping session. Pre-written code and pre-assembled prototypes are strictly prohibited during the event.

**29. Is it required to learn how to use the 3D printer and the Laser Cutting Machine before the event?**

Participants don't need to worry about it if you are a fresher of the electrical components as one representative from each group must attend the 3D Printing and Laser Cutting Masterclass before using it and only the representative will be allowed to be in charge of the equipment for the participants safety.

**30. What is the requirement of using the 3D printer?**

Participants need to ask for the supervisor to fill up the 3D printing record before start printing. The representatives are not allowed to use the 3D printer without the presence of a supervisor committee. Any negligence and error while 3D printing or laser cutting must be informed to the supervisor in advance.

### **About Interactive Session:**

**1. What will the interactive session include?**

The session is packed with exciting and engaging activities, including ice-breaking games, a treasure hunt, and station-based challenges to ensure a fun and energetic start to EDMAT-46!

**2. What is the purpose of the interactive session?**

The session is designed to help participants get to know each other, build teamwork, and create a fun and engaging atmosphere before the main events.

**3. Do I need to register separately for this session?**

No, all EDMAT-46 participants are automatically included in the session.

**4. Do I need to bring anything for this session?**

No specific items are required, but comfortable clothing is recommended for the activities.

**5. Can I skip the interactive session?**

While attendance is not mandatory, it is encouraged as it helps participants familiarize themselves with the event and their fellow participants.

**6. How will the groups be formed for activities?**

Grouping will be done randomly to foster new connections, teamwork, and collaboration among participants, ensuring a fun and engaging experience for everyone.

### **About Cultural Night:**

**1. What should I wear to the closing ceremony?**

Semi-formal or traditional attire is recommended, especially for the cultural night performances.

**2. Is Cultural Night part of the Closing Ceremony?**

Yes! Cultural Night is an exciting part of the Closing Ceremony, featuring performances, music, and celebrations to mark the end of EDMAT-46 in a memorable way.

**3. What types of performances will there be?**

The cultural night will feature musical performances, dances, and other stage acts by participants and invited performers.

**4. How can I sign up to perform at the cultural night?**

Interested participants can register their performances in advance with the organizing committee.

**5. Will awards and prizes be given out during the ceremony?**

Yes, the prize-giving ceremony for competitions and special recognitions will be held during the event.

**About City Tour:**

**1. How do I register for the City Tour?**

No separate registration is required. All EDMAT-46 participants are automatically included in the tour. Just be on time at the designated meeting point for departure.

**2. Is the tour mandatory to join?**

**No**, this tour is optional. However, no refund is provided if participants are not participating in the tour.

**3. What should I wear for the tour?**

Comfortable and breathable clothing, along with good walking shoes. If participating in kayaking, bring a change of clothes. Participants are encouraged to wear EDMAT 46th T shirt.

**4. Will transportation be provided?**

Yes, transportation to and from destination will be arranged for registered participants.

**5. Are there any additional costs for the tour?**

No, the tour is fully covered for all EDMAT-46 participants, including all planned activities, except for any personal expenses or additional activities outside the official itinerary.

**6. Can I bring my own food and drinks?**

Yes, but ensure that they comply with venue restrictions. Light refreshments may also be provided.