



DON BOSCO INSTITUTE OF TECHNOLOGY
DEPARTMENT OF ELECTRONICS AND TELECOMMUNICATION

IEEE-DBIT STUDENT BRANCH

Report on Robo-Soccer Event

Topic: Robo-Soccer

Members: IEEE & IETE Core Members.

Date & Time: 4th March & 5th March, 2020

Venue: Football Ground

Description:

- The event was a collaboration between IEEE-DBIT student branch and IETE-DBIT student branch. This was held as a fun event for the students who visited the college during the Technical Fest 'Colosseum for Climate'. The students who visited were able to interact with the bots built by the student branches and learn about the basics of how they worked along with the components used in the bot.
- Both the core teams of IEEE and IETE were involved in this project. There were two bots and each of the bots was designed by IEEE and IETE student members respectively.
- An arena was made for this event which consisted of obstacles like paper cups, along with a small ping-pong ball. The arena was designed as a football field using wood and a flex print of a football field was taped to it.
- The aim of the event was to give the school students some insight into the field of robotics by presenting it as a small fun event. The working of the bots along with the functions of the ESP8266 Wifi module, motor drivers, sensors, and motor of 150 rpm was explained to them. The bot was programmed using an Arduino and controlled with the help of the wi-fi module using a cellular device.

- The arena was designed as a football field using wood and prints of the field. Wooden goalposts were built to make the field seem more realistic and immersive.
- The event was conducted on the 4th and 5th of March. The rules of the event were as follows:
 - 1) Each round would consist of 3 mins
 - 2) The aim is to take the ball through the obstacles to the opposite goal post.

Event Photographs:









Report Prepared By: James Robin K (Reporting Head)

Report Approved By: Ms. Gejo George IEEE - DBIT SB Counsellor