



**VILNIUS
TECH**

Kūrybiškumo ir inovacijų
centras „Linkmenų fabrikas“

Viešoji įstaiga, Saulėtekio al. 11, 10223 Vilnius, tel.: (8 5) 274 5000, (8 5) 274 5030, faks. (8 5) 270 0112, el. p. vilniustech@vilniustech.lt
Duomenys kaupiami ir saugomi Juridinių asmenų registre, kodas 111950243, PVM mokėtojo kodas LT119502413
Centro duomenys: Linkmenų g. 28, 2/01 kab., 08217 Vilnius, tel. (8 5) 2512473, el. p. linkmenufabrikas@vilniustech.lt
Saulėtekio al. 11, LT-10223 Vilnius, Lithuania, tel. +370 5 274 5000, +370 5 274 5030, fax +370 5 270 0112, e-mail vilniustech@vilniustech.lt
Center: Linkmenų g. 28, room 2/01, LT-08217 Vilnius, Lithuania, tel. +370 5 2512473, e-mail linkmenufabrikas@vilniustech.lt

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VILNIUS TECH "LINKMENŲ FABRIKAS" BEST STUDENT WORK COMPETITION RULES

1. General Provisions

1.1. These rules regulate the organisation, evaluation, and awarding process of the best student work competition at Vilnius Gediminas Technical University (VILNIUS TECH) Creativity and Innovation Centre "LinkMenų fabrikas".

1.2. The competition is held twice a year, during the autumn and spring semesters:

- The autumn semester runs from 1st September to 31st January,
- The spring semester runs from 1st February to 30th June.

Students of VILNIUS TECH who have carried out projects in "LinkMenų fabrikas" laboratories during the semester may participate. These may include:

- Practical, coursework, final, or project-based work completed during studies,
- Voluntary projects aimed at learning and skill development.

1.3. Students doing an internship at VILNIUS TECH "LinkMenų fabrikas" are not eligible to participate in the competition.

1.4. The goal of the competition is to encourage creativity, innovation, and the development of practical skills by evaluating the best student work.

2. Participation Conditions

2.1. Students of VILNIUS TECH who have completed projects in one or more of the following laboratories during the semester may participate:

- **Media Laboratory (photo and/or video),**
- **Audio Laboratory,**
- **Prototype Laboratory workshops.**

2.2. Work may be carried out individually or in a team.

2.3. **To participate, students must register their work and final result using the following competition form:** <https://forms.gle/NYdgxBpYNPENNEqVA>

2.4. Registration deadlines:

- For the autumn semester – by 31st December,
- For the spring semester – by 31st May.

3. Evaluation Criteria

3.1. Work completed in the **Prototype Laboratory** is evaluated based on the following criteria:

- **Prototype Innovation and Creativity** – assesses how innovative and original the prototype is. Emphasis is placed on the creative presentation of the idea, unconventional problem-solving approaches, or the application of new technologies (0–10 points),

- **Technical Performance and Build Quality** – evaluates how well the prototype functions in practice: whether the mechanisms, technological solutions, and materials ensure stable and functional operation. The precision of execution, quality of assembly, and level of detail are also considered (0–10 points),
 - **Functionality and Practical Application** – determines whether the prototype can realistically be used to address a specific problem or perform a particular function. Consideration is given to whether the prototype meets its intended purpose and can be easily adapted to real-world use (0–10 points),
 - **Design and Ergonomics** – evaluates how visually appealing and user-friendly the prototype is, as well as its ease of use. Factors such as aesthetic design, ergonomic construction, clarity, and user convenience are considered. The more user-friendly and well-designed the prototype, the higher the score (0–10 points),
 - **Prototype Complexity and Level of Implementation** – assesses the level of technical expertise and solutions required to develop the prototype, whether it incorporates complex mechanisms, electronic components, or software systems. The completeness of the prototype and its proximity to a final product are also evaluated – whether it demonstrates full intended functionality or only part of it (0–10 points).
- 3.2. Work completed in the **Audio Laboratory** is evaluated based on the following criteria:
- **Idea** – originality and conceptual clarity (0–10 points),
 - **Recording quality** – suitability of recording methods for the genre’s quality standards (0–10 points),
 - **Editing and post-production quality** – professional sound balance and noise reduction (0–10 points),
 - **Sound design and aesthetics** – individual style and artistic perception (0–10 points),
 - **Project complexity and completeness** – complexity and level of realisation (0–10 points).
- 3.3. Work completed in the **Media Laboratory** is evaluated based on the following criteria:
- **Idea** – thematic interest and clarity of narrative direction (0–10 points),
 - **Content presentation** – creativity and coherence with the main idea (0–10 points),
 - **Technical execution** – use of techniques and methods, innovation, and creativity (0–10 points),
 - **Creativity and originality** – uniqueness and memorability (0–10 points),
 - **Discussion and critical analysis** – ability to self-evaluate and identify areas for improvement (0–10 points).
- 3.4. The maximum score is 50 points.
- 3.5. In the event of a tie, the winner is determined by a closed committee vote.

4. Evaluation Committee

4.1. The works are evaluated by a committee formed by VILNIUS TECH "LinkMenų fabrikas", comprising:

- Laboratory heads,
- Representatives of the "LinkMenų fabrikas" administration.

4.2. The committee's decision is made in a closed meeting.

4.3. The decision is final and cannot be appealed.

4.4. The collected scores are not publicly disclosed.

5. Announcement of Winners and Awards

5.1. At the end of each semester, one best work is selected from each laboratory within the following month:

- The winner of the autumn semester is announced by the end of January,
- The winner of the spring semester is announced by the end of June.

5.2. The authors of the best works receive a one-time scholarship of 3 BSI (210 EUR).

5.3. If the winning work was completed by a team, the scholarship is divided equally among all team members.

5.4. Winners are notified via the email address provided during registration.

5.5. The winning works, presentations, and photos will be published for promotional purposes on VILNIUS TECH "LinkMenų fabrikas" social media and other public platforms.

6. Final Provisions

6.1. By participating in the competition, students agree to these rules and comply with them.

6.2. The organisers reserve the right to modify the competition conditions, informing students in advance.

6.3. If any questions arise, students may contact the VILNIUS TECH "LinkMenų fabrikas" administration via email: linkmenufabrikas@vilniustech.lt

Director

Mantas Tamulionis