Impromptu Games

Mini Roller Coaster (Each school: 2 teams max, 3 students per team, Game limited to 25 teams)
Sponsored by the American Society of Mechanical Engineers. With a given time limit, teams will be building a mini roller coaster with materials provided on the day! The goal is to get a marble through the roller coaster and into a cup! Points will be awarded based upon the number of turns in the roller coaster, the height and distance of the jump into the cup.

Paper Boat Challenge (Each school: 1 team max, 5 students per team, Game limited to 10 teams)
Sponsored by the Society of Women Engineers. Students will compete to make a boat made out of 8.5"x11" pieces of paper that will be judged on certain criteria, fastest moving, most innovative/ creative, and heaviest payload.

Laser Maze (Each school: 2 teams max, 3 students per team, Game limit 24 teams)
Sponsored by the American Indian Science & Engineering Society. Teams will be Learning How to use the law of reflection to design an “obstacle course” for a laser using multiple mirrors to direct the laser beam to a specific target.

Paper Tower Competition (Each school: 2 teams max, 4 students per team, Game limited to 30 teams)
Sponsored by the American Society of Civil Engineers. Do you think you can make a tower using only one sheet of paper and tape? Teams will design and construct a paper tower. The team that builds the highest standing tower wins.

ECUH TBD Impromptu Challenge (Each school: 1 team max, 4 students per team, Game limited to 10 teams)
Sponsored by the Engineer’s Council at the University of Hawaii

IEEE TBD Impromptu Challenge (Each school: 1 team max, 5 students per team, Game limited to 8 teams) Sponsored by the Institute of Electrical & Electronics Engineers

Brushbot Racer (Each school: 1 team max, 1 students per team, Game limited to 24 teams)
Sponsored by Eta Kappa Nu, Honor Society for Electrical Engineers. Turn your boring toothbrush into a robot! A tiny vibrating motor will turn thousands of toothbrush bristles into thousands of vibrating legs that will propel your toothbrush to victory. Individuals will compete by racing their brushbots down a sloped race track in a tournament style battle; the winner must win each round.

*IMPROPTU GAMES are completed entirely during the Jr. Expo. The College of Engineering will provide all materials at the event. No game rules will be given prior to event day. No prior project completion is required.