Impromptu Games

Marshmallow Launcher (Each school: 2 teams max, 5 students per team max, Game limited to 25 teams)
Sponsored by the American Society of Mechanical Engineers. Thought marshmallows were just for eating? Get creative and design the best marshmallow launcher out there. Teams will compete by launching their marshmallows towards a target from various distances; whichever team collects the most points wins.

Paper Boat Challenge (Each school: 2 team max, 3 students per team, Game limited to 25 teams)
Sponsored by the Society of Women Engineers. Students will compete by constructing a boat with a 8.5"x11" piece of paper. Each boats will compete against each other to be crowned the fastest, strongest, or most creative!

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 Double Egg Drop (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. Students are to use the materials given to them to build a device that can protect, not one, but two eggs from the impact of being dropped from the 2nd floor of Holmes Hall

IEEE Solar Car Racer (Each school: 1 team max, 5 students per team, Game limited to 10 teams)
Sponsored by the Institute of Electrical & Electronics Engineers. Solar energy is a pressing issue in today’s society. Learning how to harness and use this energy will become more important in the future. Our competition, Solar Car Racer, will give participating students a hands-on opportunity to design a simple car powered by photovoltaic cells and then compete in a head-to-head drag race to see who has the winning design.

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.

Mousetrap Racecar (Each school: 1 team max, 3 students per team, Game limited to 25 teams)
Sponsored by Pi Tau Sigma, Honor Society for Mechanical Engineers. The objective is to create a race car out of a mouse-trap and other simple materials you may find around the house. The object is to get your car to go the furthest to win.